THE MAGAZINE FOR SPECTRUM AND COUPE GAMES

£1.85
May 1990

SINCLAIR user

No. 99

EXCLUSIVE!
NINJA SPIRIT

WIN: IMPOSSAMOLE'S CD PLAYER

FREE: £20 SOFTWARE COUPONS

STUNNING SAM GRAPHICS DEMO ON TAPE!

MEGAMAG 27
If your tape is missing ask your Newsagent.

WIN £500 NOW!

9 770262 545014 05

The World Cup Starts HERE!

A COMPREHENSIVE GUIDE AND GAME REPLICA OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR

WIN TICKETS TO THE WORLD CUP

Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!

See competition card inside game pack for full details and competition rules.

FREE WORLD CUP FILE-OF-FACTS

64 colour pages that tell you everything you need to know about the ...

ITALY 1990 WORLD CUP FINALS!

WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in:
'THE WORLD CUP STARTS HERE!' TRIVIA QUIZ

Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?

A. ?

AUTHENTIC GAME ACTION

Including: • ***Variable skill, speed, strength and agression levels.*** • ***Choice of formations.*** • ***Full team seeding system.*** •

TAKE YOUR PLACE IN THE FINALS

Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!

UNIQUE PLAYING FEATURES

Include: • **Player v.s. Player option.** • **Variable match duration (2 minutes to 45 minutes).** • **TV style presentation.** • **Referee with the ability to use the 'red card'! ...**

AND MUCH MUCH MORE!!

Available on:
CBM AMIGA · ATARI ST
COLOUR MONITOR
CBM 64/128 & AMSTRAD
Cassette & Disk
SPECTRUM Cassette.

ITALY 1990. 24 teams and their supporters converge on Italy for the greatest sporting event in the world and millions more will witness the spectacle on their television screens.

But for you THE WORLD CUP STARTS HERE! Get to know the facts on all the teams, venues and fixtures, select your squad, then GO FOR GOAL – lift the trophy for your country. Then sit back and be the best informed World Cup football fan around!

ITALY 1990

THE WORLD CUP STARTS HERE!

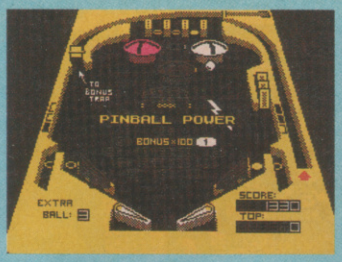
U.S. GOLD®

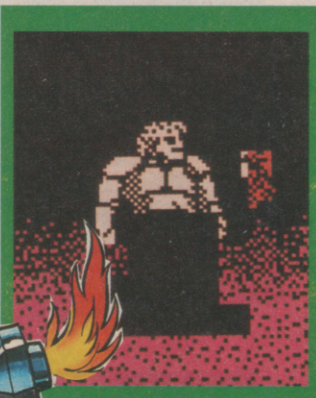
© 1990. U.S. GOLD LTD. All Rights Reserved.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

CONTENTS

SOFTWARE



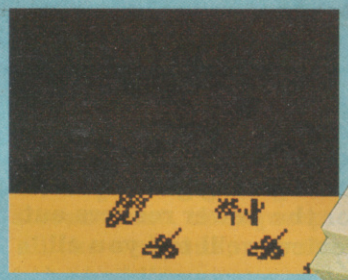


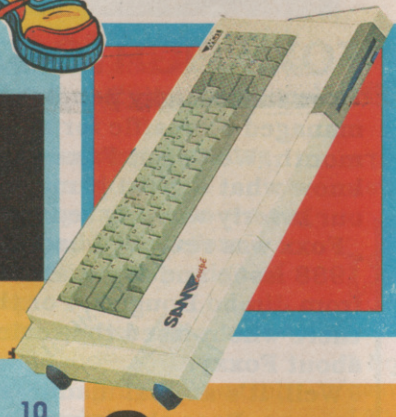
MEGATAPE 27> 4

Zounds! Methinks we've gone bonkers! Verily, three codings of the finest quality inhabit the magical magnetic media. Captain Pytron and Fox Fights Back - full price, full colour action. And an exclusive graphics suite for the SAM Coupe. Zoinks!

WIN £500 CASH!> 30

Yes. Yours for the winning. 500 earth spondos, to spend as you wish. And it's hardly difficult to enter. So get to it.

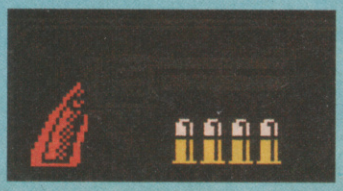




SAM EXCLUSIVE> 32

Learn from Simon Goodwin, our SAM guru, how he squeezes more out of the Coupe than anyone thought possible.

Ninja Spirit 10
Fiendish Freddy's Big 18
Impossamole 20
Mild Streets 22
Oriental Games 24
American Turbo King 26
Hopping Mad 51
Castle Master 52
Dr Doom's Revenge 54
Knight Force 55
3D Pinball 61
Psycho Hopper 62
F16 63
Pipe Mania 70
Overlander 74
Dragon's Lair 76
Vikings 78

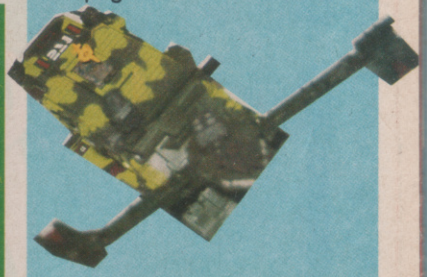


CARTOON > 46

More hilarity with everyone's favourite subterrainian star, Sir Montworth of Molington.

CHECK OUT > 64

Black Adder, Piano Phones, A book by Captain Kirk and a huge military helicopter. All on two pages!



REGULARS

Megatape 4
The Hacking Squad 12
Charts 28
Coin-Ops 56
Next Month 82

CONNECT

Our very own Bit in the Middle. Pull it out and make it work!

2 ... Smash Coupons
4 ... Tell It To Jim
6 ... Sell It Through Jim
8 ... I've Got This Problem
10... The Write Stuff
12... Monty Mole Cartoon
14... The Sorceress

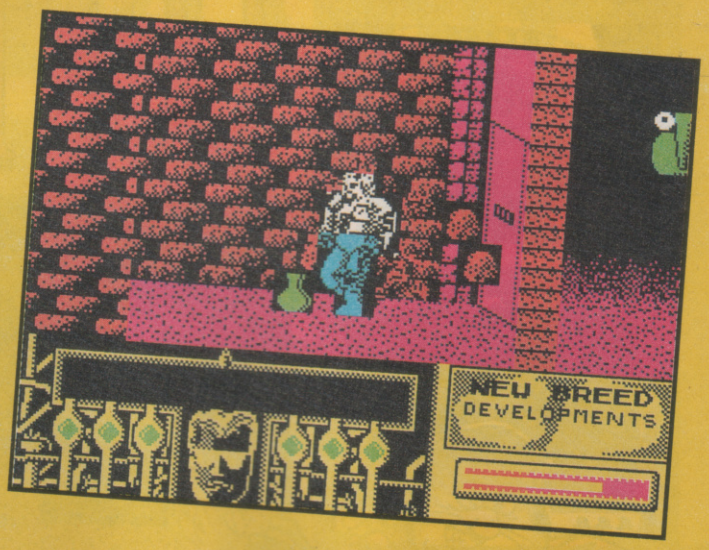
EDITOR
Jim Douglas
DEPUTY EDITOR
Garth Sumpter
PRODUCTION EDITOR
Alison Skeat
DESIGNER
Osmond Browne
ADVERTISEMENT MANAGER
James Owens
SENIOR SALES
Martha Moloughney
AD PRODUCTION
Emma Ward
MARKETING MANAGER
Dean "Boxers" Barrett
MARKETING ASSISTANT
Sarah Ewing
PUBLISHER Graham Taylor

(c) 1990 Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU. Tel 0(7)1 251 6222

Typesetting by J'n'G Type. Colour work by Pro Print. Printer by Kingfisher Web, Ltd. Peterborough. Distributed by BBC Frontline.

And like, hey! While we're on the subject, thanks for participating in this infotainment experience. We value your input. Awesome.

MEGA TAPE 27



CAPTAIN PYTRON

Guess what? We've got a new friend and they are called New Breed Developments. And guess what else? They've made up a game just for us and nobody else, so there. It's called Captain Pytron and it's jolly good fun, I can tell ya.

The game's set on a planet called Delta 4. It's your job to take Captain Pytron out of the prison where he's being held and guide him to an awaiting shuttle. Easy or wot? No, in fact, it's not easy at all because between the prison and the shuttle you and Captain Pytron have to duff up loads of beastie baddies thingies before they can duff you.

There are lots of bits and pieces to be picked up along the way to help you, like explosives, passes and batteries which other objects work. When you come across an object you can access the object menu which has four icons on it - 1.Use object, 2.Drop object, 3.Hold object (only used with items which need batteries) and 4.Exit menu, by pressing the SPACE bar.

Some objects need batteries to make them work. To insert them into an object you have to put the object in your hand (by selecting the hold icon).

You can use a joystick with this game or the keyboard. Key controls are A - up, Z - down, K - left, L - right and M - fire, so now you know.

FOXX FIGHTS BACK

You lucky lucky people! Just look what we've managed to snaffle for Megatape 27, this month. We've got Foxx Fights Back, and you know what a great game it is (only the best for our luverly wuverly readers).

Foxx was reviewed back in our September 1988 issue and it got a whumping great 75% from Jimbo Douglas. For the newer readers out there who missed the review we'll tell you all about Foxxy.

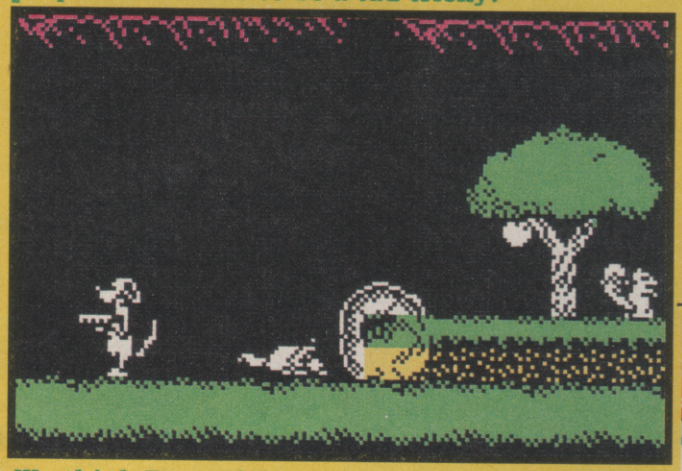
Well, it's animal madness a-go go, as far as I can see. Poor old Foxx is happily lolling around in his burrow when whinging old Mrs Foxx demands that he nips out to find her some grub pronto. So out he hops to collect some apples off the nearest tree (because Foxes really like apples don't they?!?).

If this all sounds a wee bit bland, you'd be mistaken. Whilst attempting to nab the nearest Granny Smith, Foxx has to get passed loads of Wild Life On One extras. These turn up in the shape of a Scrambler-riding beagle, grenade-

launching squirrels and badgers and manic birds who drop bombs from the sky.

To defend yourself from all these loony creatures your best bet is to pick up the weapons that are scattered about here and there. At the bottom of the screen you have a Pantometer which shows Foxx with his tongue hanging out. The longer his tongue gets the less energy you have. This can be remedied by doing a bit of apple munching to build up your strength. Eating loads of apples also helps you progress on to the next level. Another way to boost your energy is to go careering down the first rabbit warren and eat every bunny in sight (mad or wot?).

As you run about the parallax scrolling landscape (cooo) you'll come across the odd river and lake which you have to jump across. Now, we must warn you, it's a good idea to practice your jumping skills before you start the game proper as it tends to be a tad tricky.



We think Foxx Fights Back is a fun game with plenty of levels, great animation and loads of violent bits. Watch out for the low flying chickens!

HINTS AND TIPS

Whatever you do, keep on jumping. Baddies can be avoided if you leap over them.

Jumping the stream is pretty tricky, so we suggest you get in some jumpy practice beforehand. Nudge yourself right to the very edge of the stream first, then jump.

Of all the weapons, nab the bigger ones to blast the baddies away.

If a chicken should fly by, jump up and catch him in your teeth for bonus points.

When your Pant-o-Meter reaches danger level, jump down a rabbit hole and get munching.

Beware of the motorbike beagles. If they disappear off the left hand side of the screen they come straight back, minus the bike but totting a big gun.

THE NEW SAM GRAPHICS MODES!!!

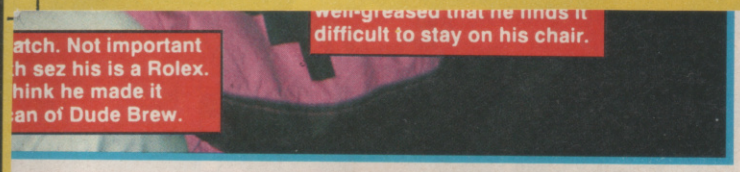
The last three files on your megatape are neat graphic demonstrations for the SAM Coupe, written for us by the neat and demonstrating Simon N Goodwin. You can load these demos onto any Coupe using the normal LOAD "" command but, naturally enough, THEY WON'T LOAD INTO A SPECTRUM!! So if you try to anyway, then you're a complete cream and jelly brain. In fact, you're probably a trifle stupid.

Anyway, the SAM demos remix the Coup's standard graphic modes to give a maximum of 196,608 pixels on screen (512 x 384) or a palette of 8,256 colours! LOAD "MODE 3+3" to see the top resolution, or LOAD "MODE 4*4" for the multi-coloured display. Type RUN to see the main demo, and LIST will allow you to look through all the loverly code. (Simon's too modest to tell you that his code is very well structured so I won't say anything about it!)

You might find it worthwhile to adjust the colour, brightness and contrast of your screen for best results. The programs work on any display although results may vary. The demos were tested on 256K and 512K Coups running ROM 10 and ROM 12.

MODE 3+3 includes routines in SAM BASIC and Z80B machine code (FLIP1 and FLIP2), plus notes on the machine code. MODE 4*4 has a sort routine plus LUMTAB and COLTAB procedures which display or print tables that help when choosing new colours for your own hi-res experiments. SHOW 128 displays the standard SAM palette of 128 colours.

The last file, MODE 916, uses a mixture of screen swapping and PALETTE interrupts to show 916 colours from the 8256 possible, on the screen! Type ESC then palette to restore the default colours.



atch. Not important
h sez his is a Rolex.
hink he made it
an of Dude Brew.

There's something just not too sure what

There's game here a stinker. Buy it and

Okay as long as you ur games to be racey, collectable.

Now we're getting game that's above t an essential buy.

suffers from a defie area(s) but has large

ague. This software's ldn't fry an egg on it.

u should be able to s with no regrets.

A real wicked rip to be missed! Wear when you play!

ne gets 100% There that couldn't be imh yeah?) Yeah!

ICONS

SCORES

75	
59	
79	
78	

OVERALL 82%

Okay, okay. So it's a bit like Tetris, but it's still great fun!

Label: Domark
Price: £8.95

CHRIS JENKINS

Playability
How well the controls are thought out and how easy they are to use and how progressive the game is.

Graphics
How good are the graphics? This includes the movement, use of colour, clarity and overall artistic impression.

Sound
This is not just awarded for the most sound effects\sampling but is how well the sound adds to the atmosphere of the game.

Lastability
A high mark sh... a game has depth and addictiveness meaning that you'll just keep going back for more.

Pipe Mania!!

ADDICTION BEYOND BELIEF!!

C and VG Feb 1990 94%

Pipe Mania is "a classic puzzle arcade game that is so addictive, it should come with a Government Health Warning!"

Pipe Mania is a game of great ingenuity, simple in concept and friendishly challenging to play.

You'll need to act instinctively, but think strategically!

One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!

ST Action

"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"

Commodore User Screenstar

"Terrifically addictive... outlasts any arcade conversion"

AVAILABLE FOR

Commodore Amiga

IBM PC and Compatibles

Atari ST

Commodore 64 Cassette
Commodore 64 Disk

Spectrum Cassette
Spectrum Disk

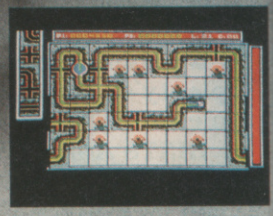
Amstrad CPC Cassette
Amstrad CPC Disk

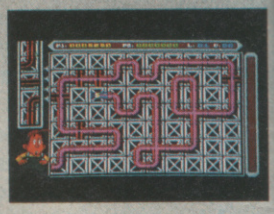
MSX

BBC Electron Cassette
BBC Disk

Apple Macintosh

Achimedes





ments. And guess what else? They've made up a game just for us and nobody else, so there. It's called Captain Pytron and it's jolly good fun, I can tell ya.

The game's set on a planet called Delta 4. It's your job to take Captain Pytron out of the prison where he's being held and guide him to an awaiting shuttle. Easy or wot? No, in fact, it's not easy at all because between the prison and the shuttle you and Captain Pytron have to duff up loads of beastie baddies thingies before they can duff you.

Zero March 1990 92%

"Buy this game and you may never sleep again"

The Games Machine Star Player Award 83%

"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"

Zzap Sizzler

"Absolutely guaranteed to drive you round the bend"

Amiga Computing Excellence Award 95%

"A game with a game play that shines"

Game Players Award USA

"Best PC strategy game of 1989"

C+VG HIT!

AMIGA FORMAT GOLD

THE One — ATARI ST AMIGA PC — FOR 16-BIT GAMES

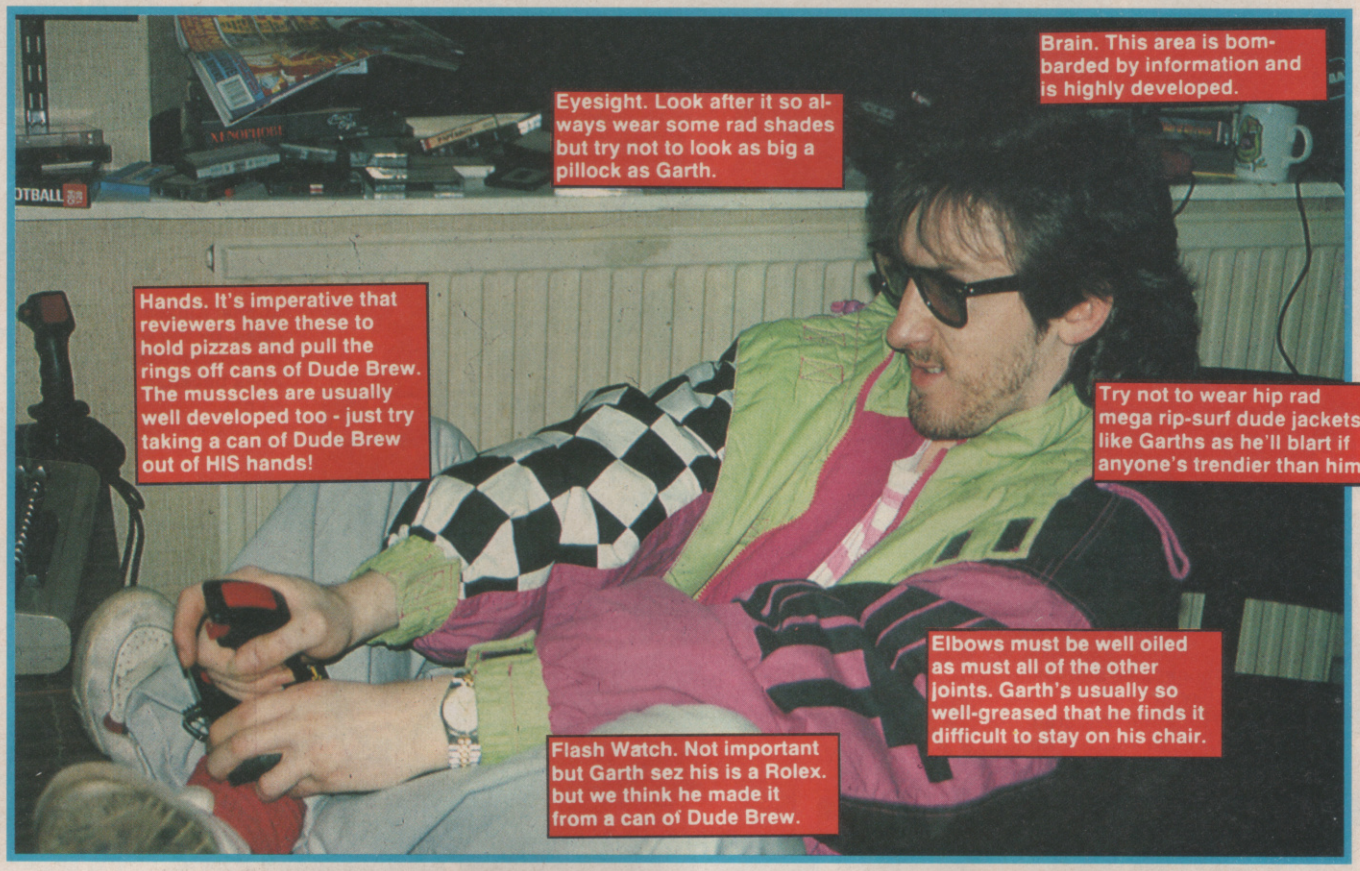
machine STAR PLAYER

ZERO HERO

GAME Players GAME OF THE YEAR

The Stannetts • Laindon North Trade Centre • Basildon • Essex • SS15 6DJ

THE SCORES ON THE DOORS...


Brain. This area is bombarded by information and is highly developed.
Eyesight. Look after it so always wear some rad shades but try not to look as big a pillock as Garth.
Hands. It's imperative that reviewers have these to hold pizzas and pull the rings off cans of Dude Brew. The musscles are usually well developed too - just try taking a can of Dude Brew out of HIS hands!
Try not to wear hip rad mega rip-surf dude jackets like Garths as he'll blart if anyone's trendier than him!
Elbows must be well oiled as must all of the other joints. Garth's usually so well-greased that he finds it difficult to stay on his chair.
Flash Watch. Not important but Garth sez his is a Rolex. but we think he made it from a can of Dude Brew.

SCORES

SU Reviews: The WHY, WHERE & HOW

Our overall scores are NOTHING TO DO with the marks for Graphics, Sound, Playability or Lastability. The overall gives you the reviewer's view of whether you should dive into your pockets and buy a game or not.Check out the overall scores below to see what we're really saying with an overall mark.

0 - 9% It's a zero, a complete and utter void of a game that's not worth the tape it's on.

10 - 19% Heavily poor. Don't even spend someone else's money on this.

20 - 29% There's something there but we're just not too sure what it is.

30 - 39% There's game here but it's a bit of a stinker. Buy it and regret it!

40 - 49% Okay as long as you don't expect your games to be racey, pacey, clear or collectable.

50 - 59% Now we're getting somewhere. A game that's above average but not an essential buy.

60 - 69% It's a game that suffers from a deficientcy in some area(s) but has large potential.

70 - 79% The big boys' league. This software's hot but you couldn't fry an egg on it.

80 - 89% A real sizzler. You should be able to buy these games with no regrets.

90 - 99% A real wicked rip snorter and not to be missed! Wear asbestos gloves when you play!

100% No-one gets 100% There isn't a game out that couldn't be improved upon. (Oh yeah?) Yeah!

ICONS

Playability

How well the controls are thought out and how easy they are to use and how progressive the game is.

Graphics

How good are the graphics? This includes the movement, use of colour, clarity and overall artistic impression.

Sound

This is not just awarded for the most sound effects\sampling but is how well the sound adds to the atmosphere of the game.

Lastability

A high mark sh... a game has depth and addictiveness meaning that you'll just keep going back for more.

agonal Klaxes - diagonal ones, by the way, score more than horizontal or vertical ones because they're harder to get.

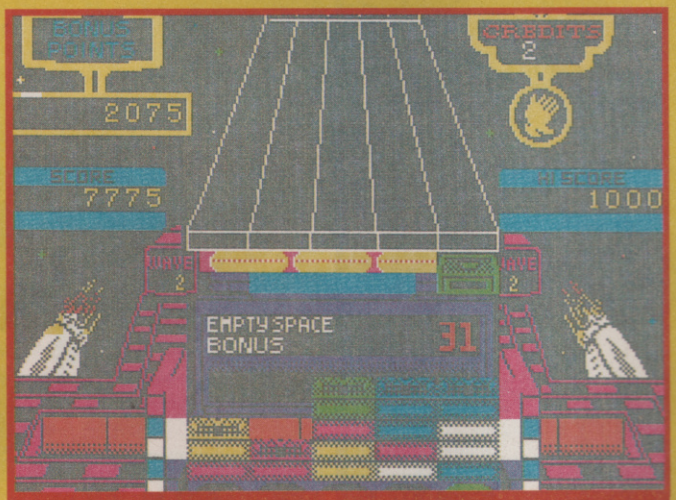
KLAX

It happens everywhere... films, books, clothes, music, and even computer games. When someone comes up with a successful idea, everyone else rips it off. Never mind! So long as the punters enjoy the results, does it eally matter that Klax is a thinly-disguised imitation of Tetris? I don't think so, M. Poirot.

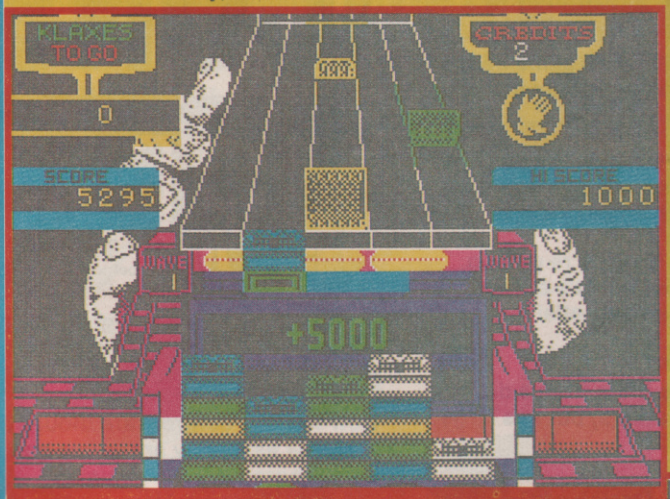
The concept, as marketing people like to call it, is simple. Different coloured tiles approach you, not tumbling through the air, but along a rolling conveyor belt. Your task is to move your catcher left and right, catch the tiles and flip them into one of five bins, in order to create Klaxes. A Klax is a row of three tiles of the same colour, either vertically, horizontally or diagonally. Once a Klax is made, the tiles disappear, and those above them tumble down. If you're very clever (or lucky) this will create further Klaxes, and the chain reaction will score you many tens of points, as Patrick Moore would say. But if the drop meter shows that youhave missed more tiles than you are allowed, or if your bins fill up - each one can hold up to five tiles - you're finished, laddie.

But it can't be that simple, you cry! No, it ain't. For a start there are Wild Tiles which change colour as they move, and can become part of more than one Klax of different colours, so they're worth a bundle. Then there's the Speed-up option which allows you to make the conveoyor belt run faster, and the Throw Option which lets you fling a tile back onto the belt.

The game is divided into Waves, and each Wave has its own rules; for instance, insisting that you survive a certain number of tiles, or getting a particular number of di-



And it's all over! At the end of the level (or each unsuccessful attempt) your extras are totalled.



Level complete! You've got all your required Klaxes and it's on to the next sheet.

SCORES

75	
59	
79	
78	

OVERALL 82%

Okay, okay. So it's a bit like Tetris, but it's still great fun!

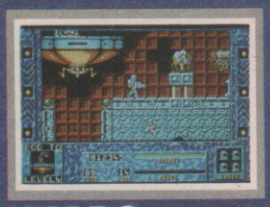
Label: Domark
Price: £8.95

CHRIS JENKINS

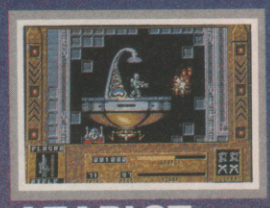
Virgin Games

DAN DARE III
The Escape

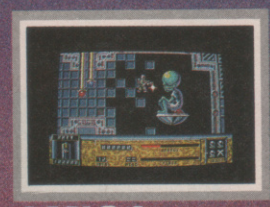
RELEASE DATE APRIL 14th 1990



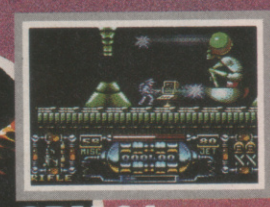
IBM PC



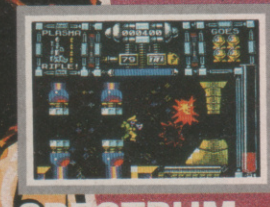
ATARI ST



AMIGA



CBM 64



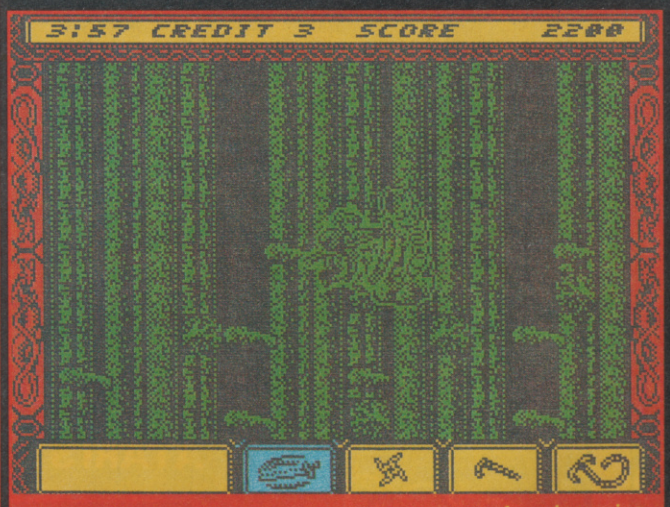
SPECTRUM

AMSTRAD

IBM PC	£24.99
ATARI ST	£19.99
AMIGA	£19.99
CBM 64	£9.99 (CASS)
	£14.99 (DISC)
SPECTRUM	£9.99 (CASS)
	£14.99 (DISC)
AMSTRAD	£9.99 (CASS)
	£14.99 (DISC)

© 1990 Fleetway Publications/Dan Dare Ltd. Part of the Dan Dare nostalgia collection licensed world wide by Dan Dare Ltd.
Virgin Mastertronic, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.

NIN SPI



Wallop! A powered-up sword offers good cover from incoming missiles.

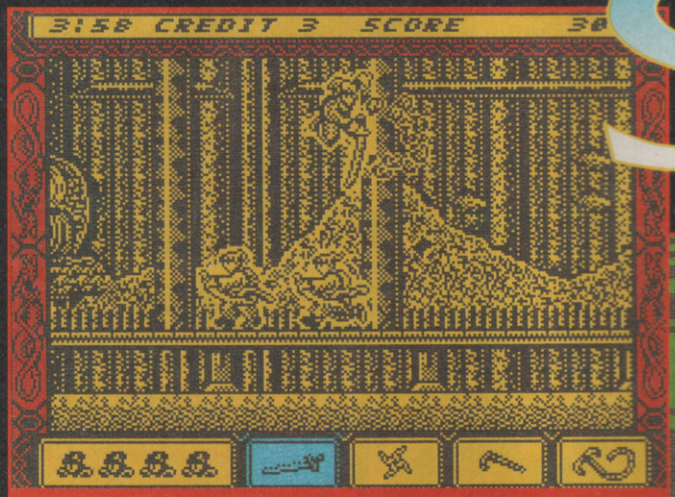
There are only two things wrong with Ninja Spirit; the graphics and the playability. Har har.

Well, although this seems a little harsh, it's not really a million miles from the truth. Ninja Spirit is an excellent martial arts program, but there are a couple points which, if tweaked a little, could be greatly improved.

For a start, the backdrops on most levels are so complicated (and indeed pretty) that it's quite impossible to spot incoming objects. Since you don't have an energy level, one hit from any object will kill you outright. This is even more of a pain when your next life starts a couple of screens back from your last position.

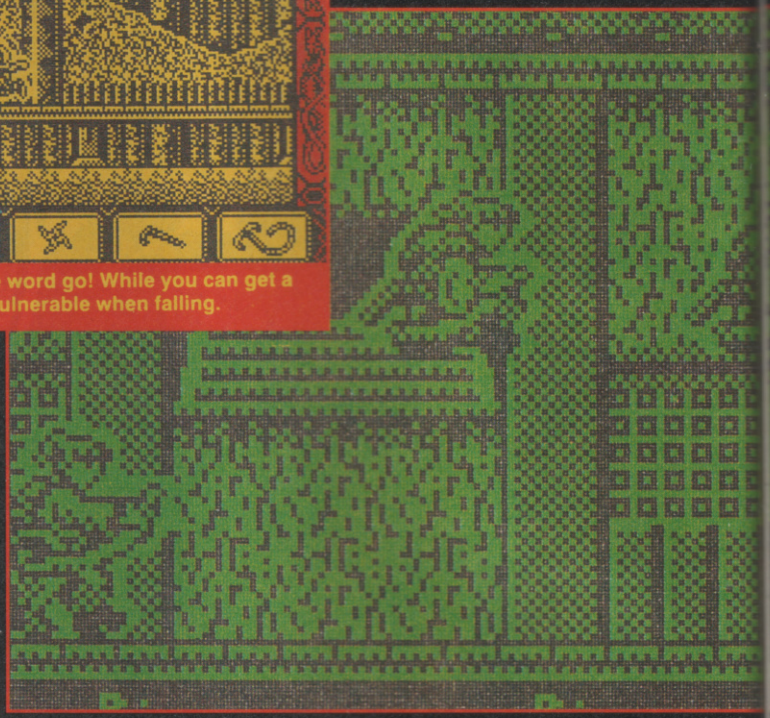
Levels with complex backgrounds therefore take much longer to complete than those (few) where you can see where you're going. Not fair.

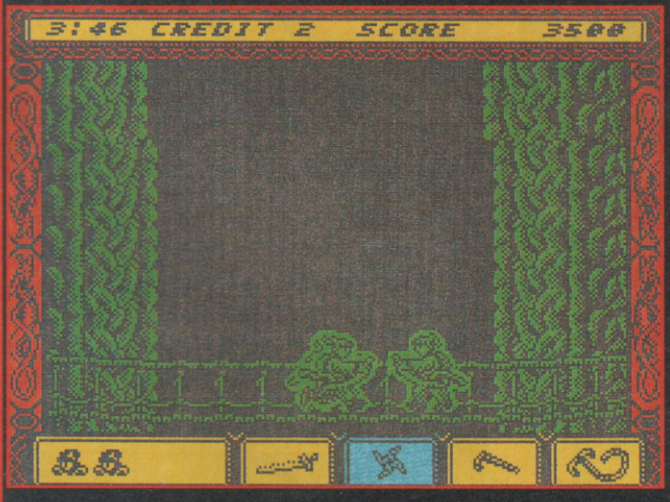
Level 1 is set in a temple of sorts. All alone, you've got to hack (sword), swing (grappling hook derivative), chuck (shiruken) and, er, chuck (little hammers) your way through the temple from the left most point to the right. Even at this early stage, the bad guys come thick and fast. As well as the frenzied gangs which run on from the sides of the screens, there are little blighters hanging from the rafters firing hammers at you.



Mega leaps available from the word go! While you can get a good downward angle, you're vulnerable when falling.

It becomes rapidly apparent that the only weapon worth having is (are) the shiruken. Since any contact with the enemy results in death, you'd have to be braver (madder) than most to try your luck with the sword. The grappling-hook scythe is largely ineffectual except for use on solitary foes. And the little hammers are simply useless.

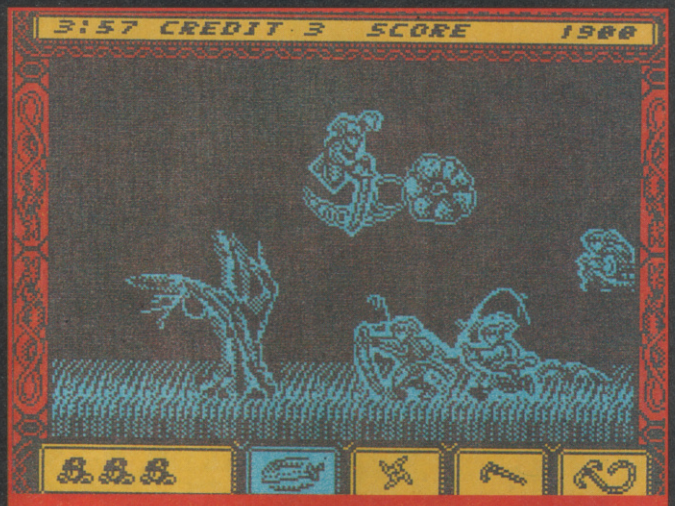




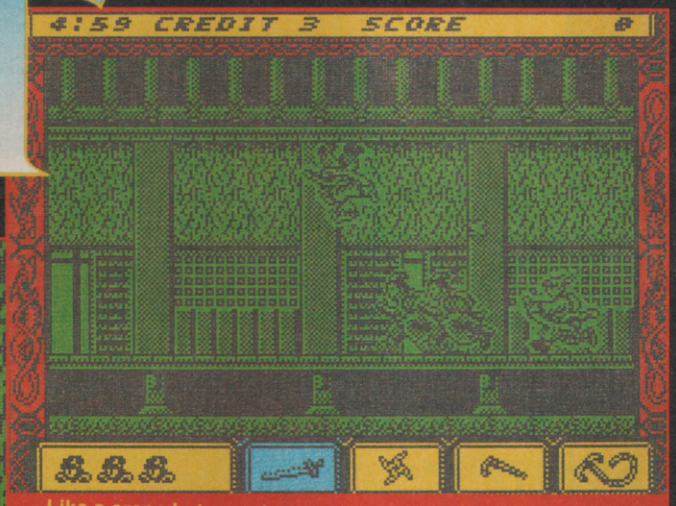
Even when you've got to grips with the slightly inefficient fire method - hold down fire and push in the appropriate direction; ie you can't fire while running - the sheer number of enemy soldiers is overwhelming.

Fortunate, then, that specific soldiers when killed leave behind floating bubbles with miraculous powers. Some multiply the power of your current weapon; for example giving you a whooshy sword or three-directional shiruken fire. Others,

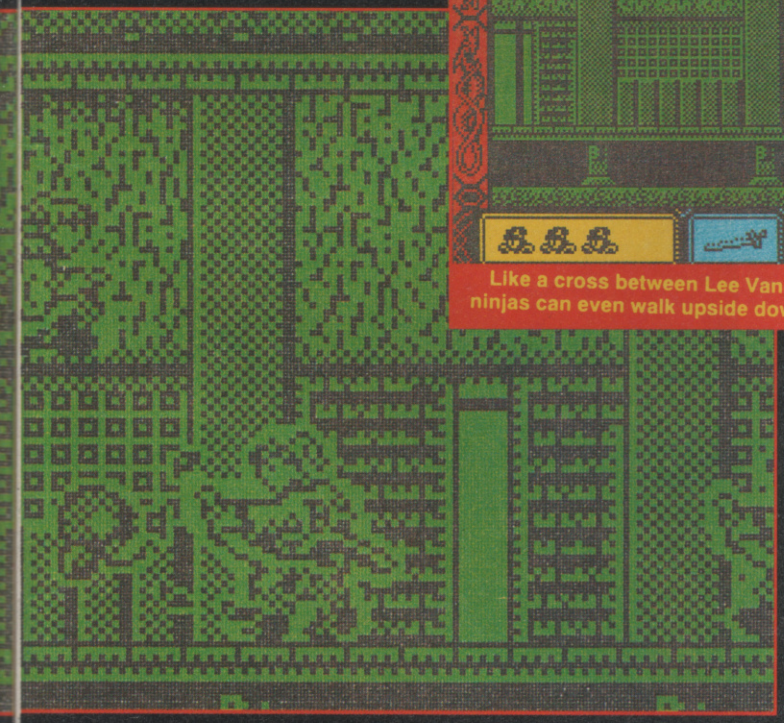
NJA IRIT



Poof! Three lives left and onto level 3 already! One Kiteman down and another hundred to go.



Like a cross between Lee Van Cleef and Spiderman, the top ninjas can even walk upside down.



though bring to life - ta daa! - the Ninja Spirit.

The Spirit is a damned handy fellow. He has an armoury equal to yours, is impervious to attack and follows your every move at an appropriate distance.

Alas, you lose all your power-ups and Mr Spirit each time you get killed.

Level 2 takes place in dense forest. It's a bit of a nothingy level, to tell the truth. More men up trees firing diagonally at you, and platforms to jump on. The end of this level pits you against what looks like a big ape flying around on a crossbow. A few shots, though, and he's done for.

Level 3 is where life begins to get really tough. Out on the wastelands of blasted trees and debris, you're assaulted by the usual baddies and a new breed of scumbag. These ones have horrible pointy hats and whopping blunderbus guns. And they shoot you in the back, the yellow bellied swine.

Level 4 and it's back indoors for a punch up in what looks like a tavern. This time, your ninja abilities have warmed up enough to let you walk on the ceiling. From here you can work a zig-zag formation, spraying shiruken and covering most horizontal angles.

Possibly the worst offender on the visual front is Level 5, where you have to progress vertically up a mountain face. Perched on ledges are the little hammer men. It's virtually impossible to pick them out from the background, let alone their little hammers.

Despite the visual problems, and the slightly wonky fire mechanism, Ninja Spirit it a corking hybrid of martial arts and runny-jumpy action. A great deal of fun in a Water Margin sort of way.

SCORES

80	
65	
85	
89	

OVERALL 87%

Excellent combat romp, marred slightly by over-complex graphics and tricky fire controls

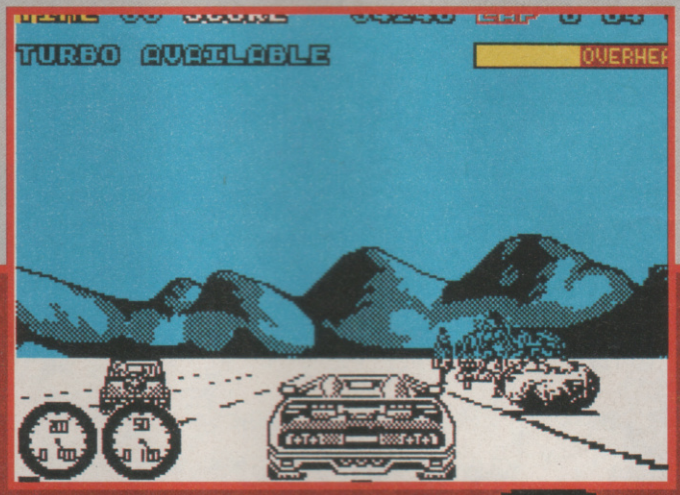
JIM DOUGLAS

HACKING

Yo Hackers! And a special hello to all the newly appointed squad members. There's been a bit of delay in getting prizes out to you all but please be patient 'cos we're working on a super deal for everyone! Suffice to say that you should have something to show for being a hacker and we're working on some seriously hard pieces of plastic that make Adrian Mole's cashcard look really limp and wimpy. Of course, everyone will still be getting their badges and bits of free software (If I've said you'll get them then you will!) 'cos I'm the dude at the sharp end. If all you squaders out there decided that I'd crossed you then the world just wouldn't be a big enough place for me to hide. Anyway, by the time you read this issue everything should be sorted out anyway so don't moan like some old crumbly with a face like a bulldog and the worlds biggest collection of confiscated footballs - be a def dude and not a doody (doodies are not cool and read doody Sinclair mags. Anyway, here we go with this month's Hacking Squad - there's new hacks for your fave games that give you an even wider range of cheats and we've got the first two levels of the uttetly brilliant Dan Dare mapped with a playing guide by yours truly so that you can get straight into it and be streets ahead before anyone else has even got the wrapping off! So get going with some heavy hacking. End of Chat

TURBO OUTRUN

Here's a wicked little tiplette from Liam Boyle of Edgeware in Middlesex. At the begining of each level, pressing down P and the space bar together will give you those oh-so-important extra few seconds that you always end up needing to nail the baddie. We like that 'cos it's wicked so Liam is now recruited. Welcome to the Squad!



ARKANOID II

Here's a wonderful cheat for all those Revenge of Doh wallers out there brought to you by newly commissioned Hacker Gareth (The Code) Cracker of Barry in Wales. When on the high score table type in PBRAIN for infinite lives. What a cracker - I've wanted to bust that game for ages so you'll get a special prize of a piece of software for that!

Kevin Sparrowhawk from Long Newton, who's found out that by typing ZEBEDEE as your name on the high score table you get infinite P47's (Pity the Americans didn't know that during the war!) Well done.

P47

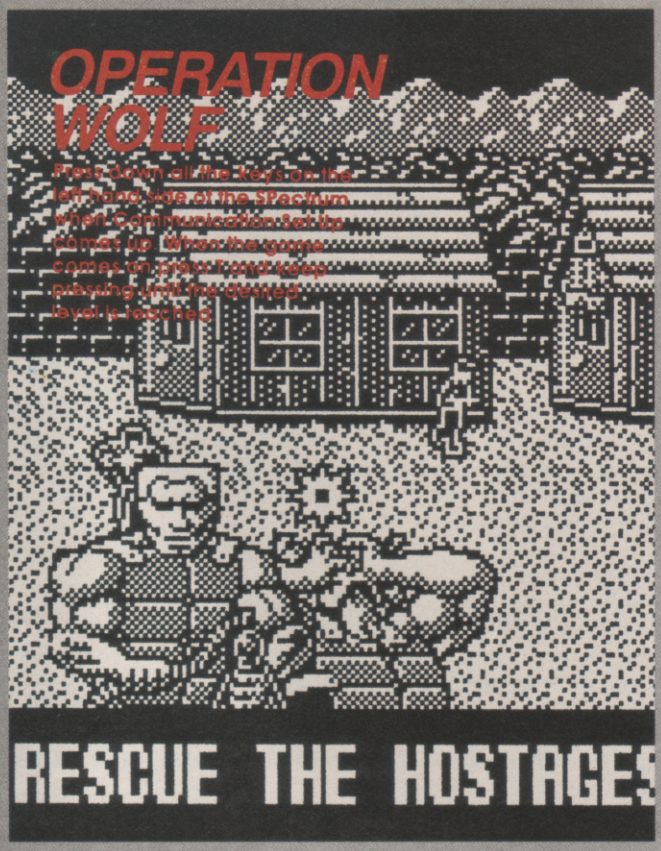
Is it a bird, is it a plane? No it's

SHINOBI

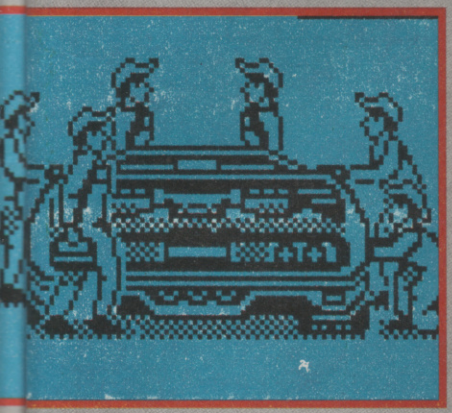
Here's a real clever hack from a new recruit James Mileham, of Stalbans in Herts. It's for infinite Ninja magic and the hack is this...When on the Menu screen, press 2 to access the redefine the keys for Big Jump, Magic and Pause buttons. When it asks you to enter the key for Magic press CAPS SHIFT and ENTER at the same time and presto! You have infinite Ninja magic at the press of the ENTER key.

OPERATION WOLF

Press down all the keys on the left hand side of the Spectrum when Communication Set Up comes up. When the game comes on press 1 and keep pressing until the desired level is reached.



RESCUE THE HOSTAGES



STREET FIGHTER

Richard Beesley, that well-known hacker, has just joined the Squad thanks to the following tips for streetfighter.

JAPAN

Retsu:

Crouch down and kick repeatedly. The moment Retsu copies you jump back. When he stops, crouch down and kick him again.

Geki:

Crouch down and kick again. When Geki crouches jump onto his head and kick it. BEWARE! He'll throw stones at you and you must avoid them by jumping over them.

U.S.A.

Joe:

Crouch down and kick. Joe may crouch and punch. Ignore him if he does. If won't prevent you from winning.

Mike:

Crouch down and kick. If Mike leans forward to punch you, move backwards. You'll loose a lot of energy if he hits you!

ENGLAND

Birdie:

Crouch down and kick repeatedly - you'll find him easy to beat.

Eagle:

Crouch down and kick. Don't stand up under any circumstances or Eagle will hit you for a lot of damage with his rapier(s).

CHINA

Lee:

He's impossible to kick whilst crouching down so use either flying kicks (which are a little risky), or jump onto his head and kick that (much safer move that).

Gen:

Crouch down and kick and he'll be a pushover.

THAILAND

Adon:

Crouch down and kick but DON'T stand up. If he hits he takes away over half your energy (he's sooo hard!)

Sagat:

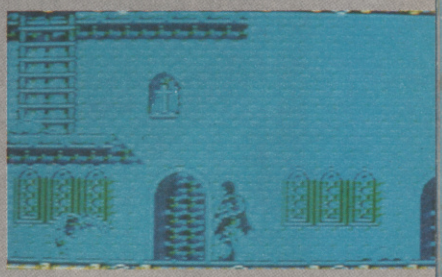
He's real mean. When you start, wait until he throws a couple of fireballs at you and then crouch down and kick him up to three times. Now retreat and wait until he throws more fireballs and repeat the procedure. If Sagat advances towards you whilst you are retreating then jump over his head and then prepare for the fireballs.

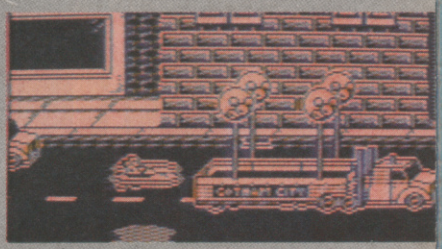
BONUS ROUND

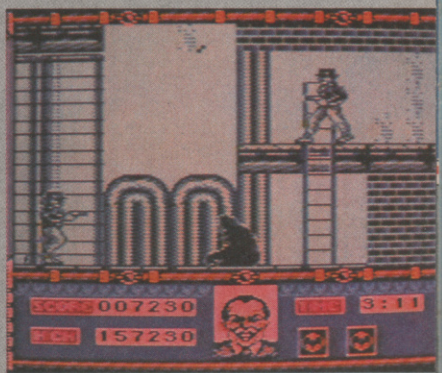
Wait until the bar has almost disappeared and then hit fire as fast as you can.
The screen shows a picture of Sagat flying through the air with a message. Then it's back to stage one.

BATMAN THE MOVIE

M Lesley of Barry in Wales holds down the keys ED209 to go to the next level. Well hacked - welcome to the Squad.







HACKING SQUAD

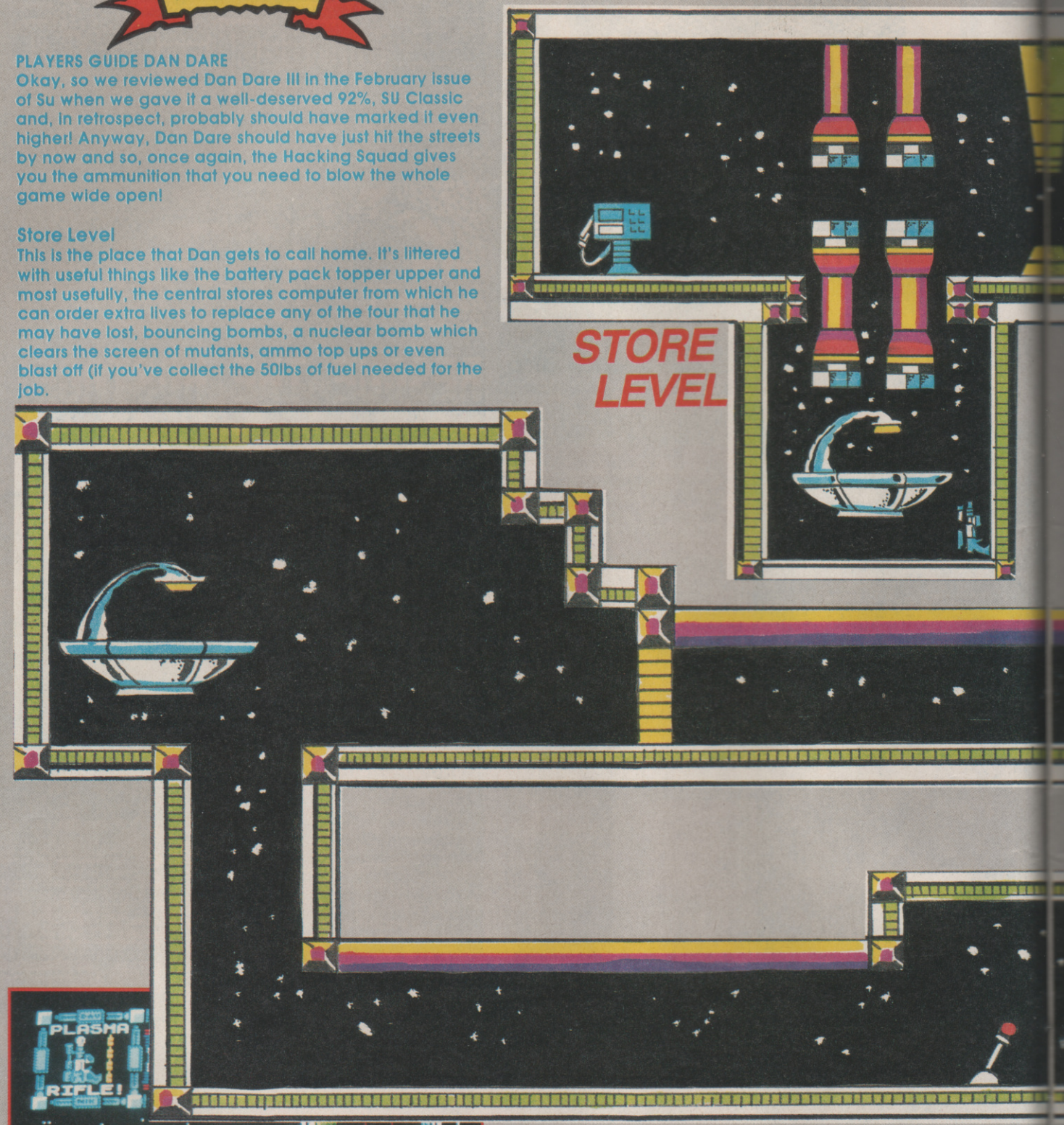
DAN DARE III
- THE MAP -

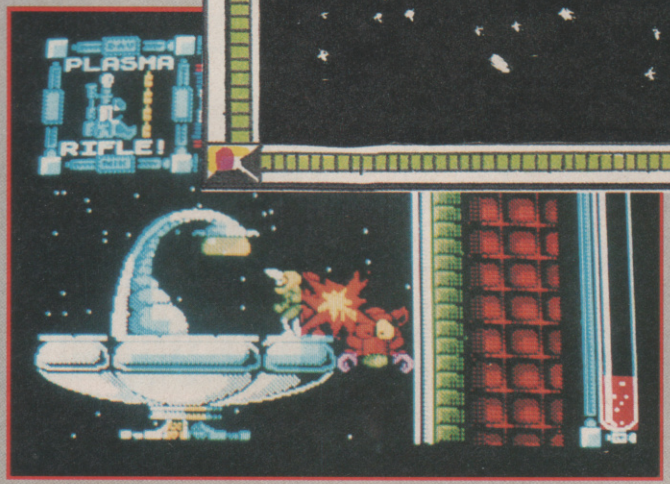
PLAYERS GUIDE DAN DARE

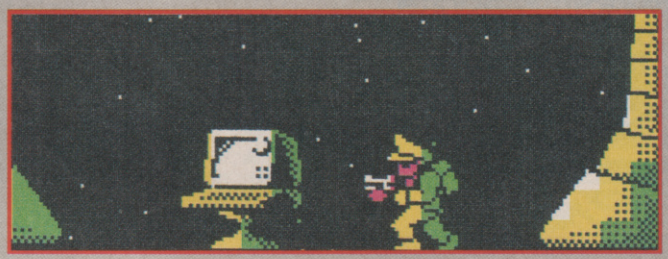
Okay, so we reviewed Dan Dare III in the February issue of Su when we gave it a well-deserved 92%, SU Classic and, in retrospect, probably should have marked it even higher! Anyway, Dan Dare should have just hit the streets by now and so, once again, the Hacking Squad gives you the ammunition that you need to blow the whole game wide open!

Store Level

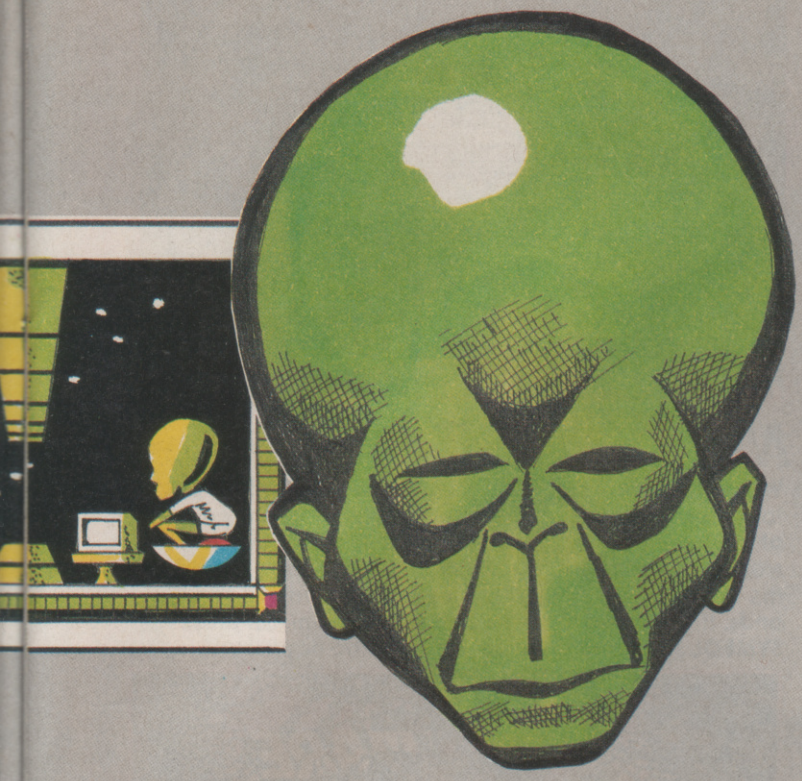
This is the place that Dan gets to call home. It's littered with useful things like the battery pack topper upper and most usefully, the central stores computer from which he can order extra lives to replace any of the four that he may have lost, bouncing bombs, a nuclear bomb which clears the screen of mutants, ammo top ups or even blast off (if you've collect the 50lbs of fuel needed for the job.







Players Guide



Store Level

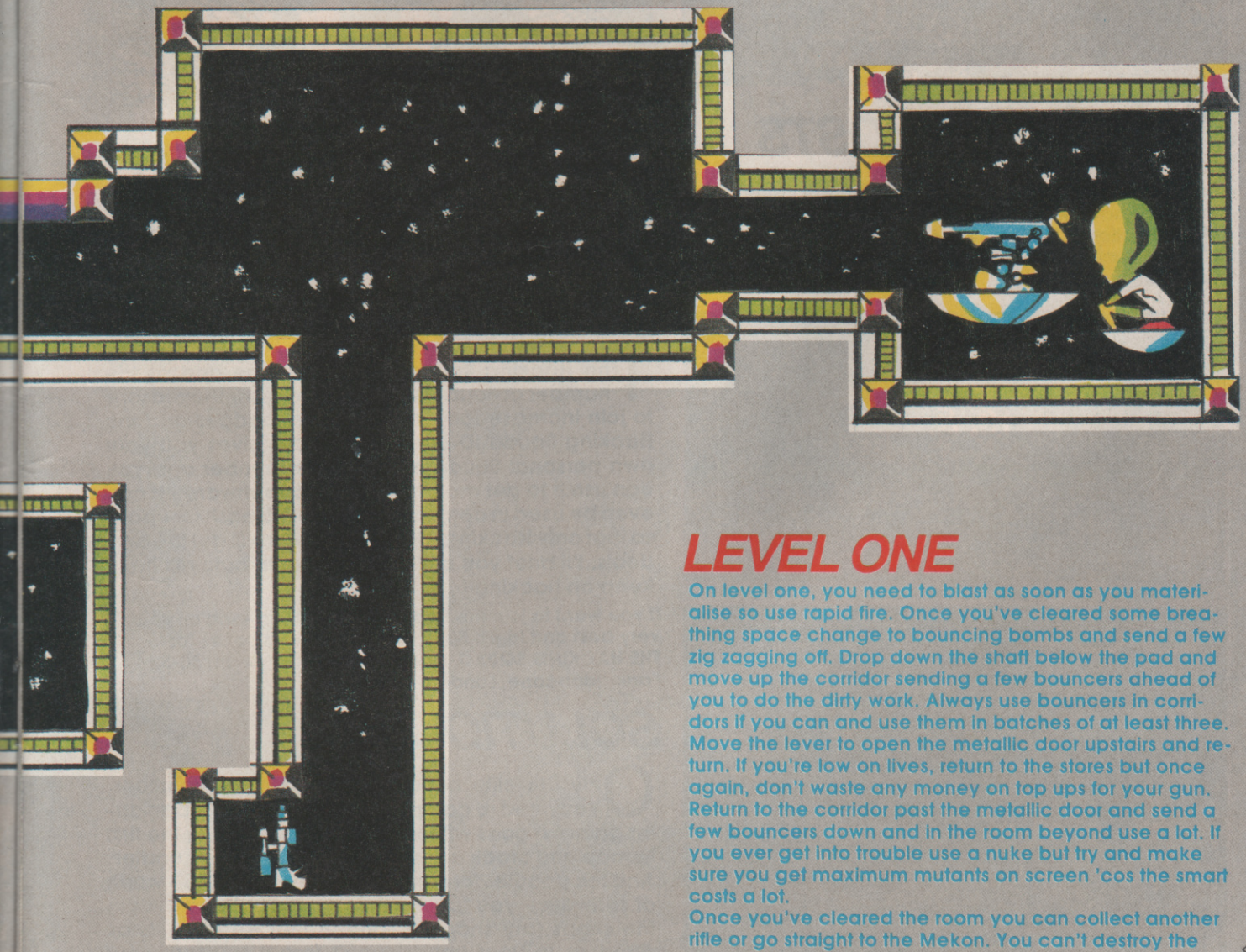
When you begin at the store level you must clear the nasties away and rapid fire is the best way of doing this 'cos if you build up an R-Type like mega charge it is dissipated on contact with a single shot from the 'Treened' mutants. Go straight across to the Mekon and if you can hover just inside the entrance about half way up he has big problems trying to hit you. Just blast him to pieces using rapid fire or power shots.

Access the stores terminal and buy 99 bouncing bombs, any extra lives you may need and a few nukes. Don't top up ammo as there is a fresh plasma rifle in the transporter room.

Use bouncing bombs and rifle to clear this room. Once all the nasties have been vapourised they stay vapourised.

Teleporter

When you first start, only use the teleporter when Dan's energy is high unless you've played Master of the Lamps and can keep Dan within the squares. Try to follow the earlier, smaller squares rather than attempt to keep Dan within the larger squares and you should arrive at your destination with no sign of 'travel sickness'

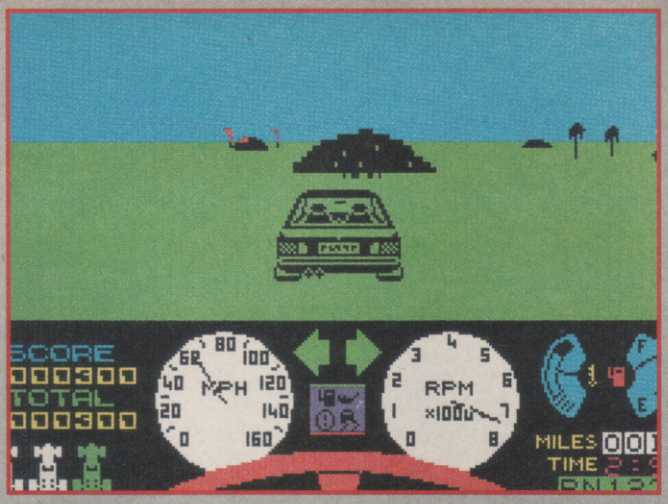


LEVEL ONE

On level one, you need to blast as soon as you materialise so use rapid fire. Once you've cleared some breathing space change to bouncing bombs and send a few zig zagging off. Drop down the shaft below the pad and move up the corridor sending a few bouncers ahead of you to do the dirty work. Always use bouncers in corridors if you can and use them in batches of at least three. Move the lever to open the metallic door upstairs and return. If you're low on lives, return to the stores but once again, don't waste any money on top ups for your gun. Return to the corridor past the metallic door and send a few bouncers down and in the room beyond use a lot. If you ever get into trouble use a nuke but try and make sure you get maximum mutants on screen 'cos the smart costs a lot.

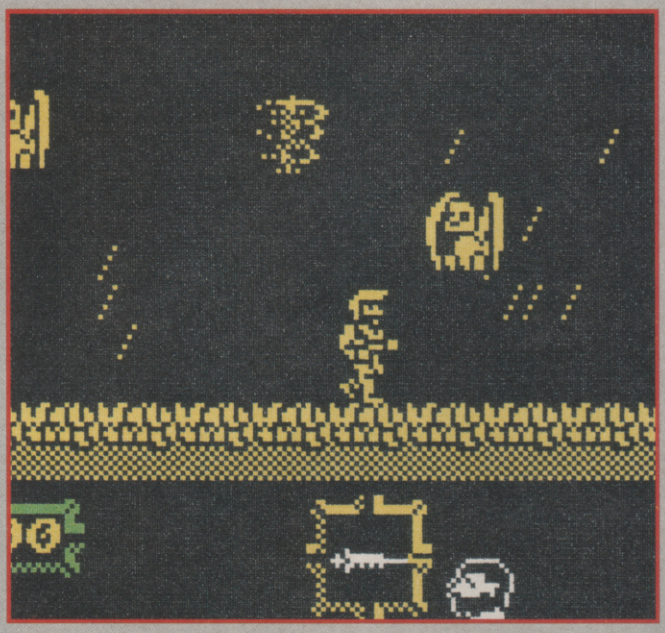
Once you've cleared the room you can collect another rifle or go straight to the Mekon. You can't destroy the gun but if you stick to the roof of the corridor you won't be hit. And then just frazz the Mekon to collect the teleport icon for the next level.

HACKING SQUAD



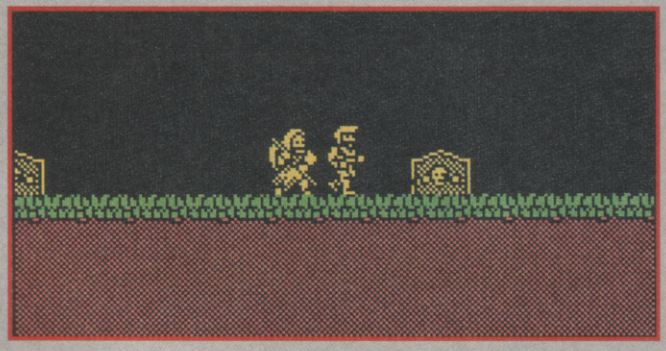
NIGHTMARE RALLY

William Howden sent a chunk of cheats in that he's put together on his SAM in Spectrum mode. Here's a couple of them. In Nightmare Rally, when the countdown has started press the SYMBOL SHIFT and the Q keys, sending the car whizzing through the level in less than 20 seconds. If you need to slow down at any point just press SYMBOL SHIFT and W to turn off the turbo hack.



GHOULS N' GHOSTS

Fed up of getting hacked to bits by the flying turtles of doom in this game? Well so is Squad member Robin Sharp of Dundee who uses the enter key to turn off the sprite detection. If the border goes blue then you can't be killed. Great eh? The simple ones are the best - and Robin's far from simple.



HACKING SQUAD

The Hacking Squad reigns supreme and as the number of Squaddies begins to grow the reasons to join increase too. Free software, badges and the Hacking Squad ID card. Every card gives you your own personal Squad membership number and you can use it to get money off full price software - it can even be used in conjunction with our Smash Coupons so that only Hacking Squad members will get the best deals. I'll brief you all fully next month but until then, keep on hacking!!

If you want to join the Hacking Squad then send all your very best and latest tips, hints, cheats and pokes to: THE HACKING SQUAD, Sinclair User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

SOLUTIONS

Only the elite need send anything to Solutions. You need to completely solve or map a particular game. It goes without saying that if you're the first to map and crack a new game - you get the goodies. And the goodies for Solutions are the best! £40's worth of software - you tell me what you want and if it's in the shops (my shops in London that is!) then it's as good as in your hands! Don't forget to mark your envelopes SOLUTIONS and put your phone number on your entry.

TAITO'S ISLAND-HOP COIN-OP

SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR

DOH'S ISLAND.

ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS. YOU'D BETTER BE QUICK... THE

WATER'S RISING!

THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON

INSECT ISLAND

... FIND THE CUP OF DESTRUCTION... YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!!... THE BEEHIVE!!

OH NO!

NOW I WISH I'D STAYED WITH THE BEES! THEY'RE JUST BUZZING BABES COMPARED TO THESE TANKS, PLANES AND 'COPTERS ON

COMBAT ISLAND.

YES, IT'S TIME TO BEAT THESE GUYS AT THEIR OWN GAME AND TAKE TO THE AIR ... NOW WHERE'S MY BOX OF WINGS?

NEXT STOP –

MONSTER ISLAND

– WELL YOU CAN JUST FIND OUT FOR YOURSELVES – WHEN GHOSTS, TROLLS, SKELETONS AND VAMPIRES INVITE YOU TO SUPPER... IT'S TIME TO HIT THE YELLOW BRICK ROAD!

ocean®

6 Central Street
Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650

THE VERY BEST IN ORIGINAL GAME PLAY FEATURING ALL 7 ISLANDS, FAITHFULLY REPRODUCING THE FUN AND EXCITEMENT OF THE ARCADE HIT.

Fiendish Freddy's BIG TOP OF FUN

Roll up, roll up, roll up! See the magnificent acts pleeese! 'Cos if you don't get a lot of money soon the bank is going to forclose on the £10,000 loan that's keeping the circus afloat and what will everyone do then?

The bearded lady's not going to get a job in a beauty parlour, the clowns won't get a job in the police force (hopefully), the plate spinning juggler's neither going to get a job in a restaurant nor most certainly, a pet shop.

So, once again it's down to you to save the day by performing impecably and perfectly to preempt the reappropriation of the patron's pleasure palace - namely, one big top. Should be easy but the bank have put in a ringer - one Fiendish Freddy and he's going to do his upmost to spoil your acts so that the bank can steal the show.

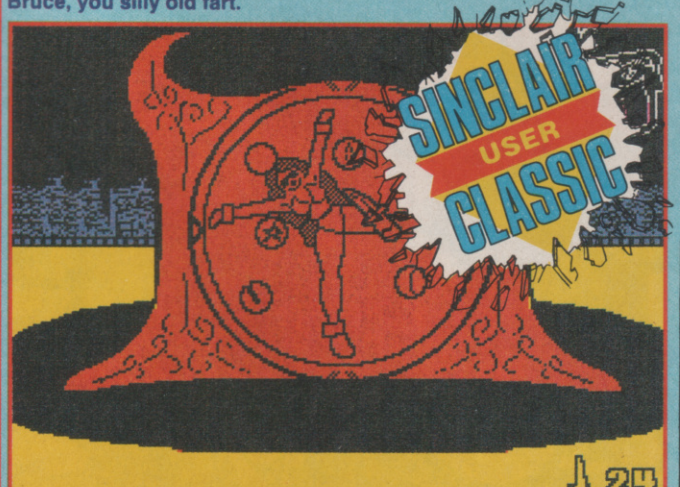
Each of the six acts throws the various members of your troop into the ring to perform their act. Your guiding hand is needed to help them accomplish each of their daring doos to delight the crowd and hopefully earn some hard cash from each of the four completely insane judges. Each, when they've finished fighting amonst themselves, will award a cash prize - the better the performance, the more dosh they'll dole out. "What do points make..?" Oh do shut up Bruce, you silly old fart.

Up to five players can take part with a practice mode where rad ringmasters can try their hand and perfect each of the various acts that they will have to undertake.

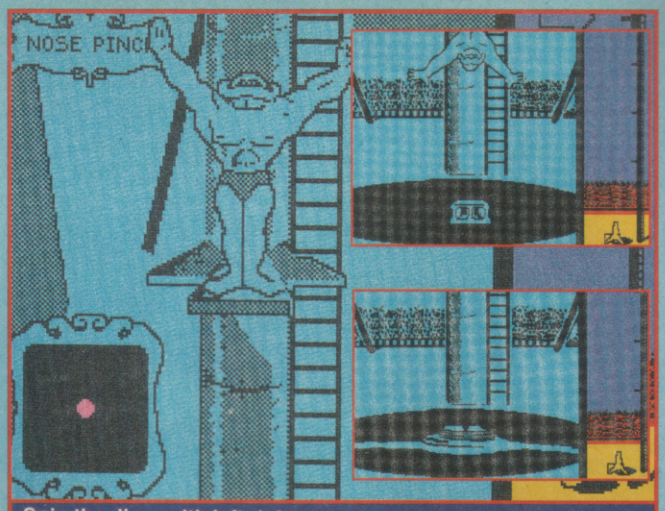
There are six acts altogether the first being High Diving and the rest being Juggling, the Tightrope, Fernadez the Human Cannonball, the Trapeze and a Knife Throwing act. With each act you must guide each of the artists so that their performances will be dazzling and convert into wads of cash with the judges - even with the interference from Fiendish Freddy.

The whole game is graphically very good and is full of humour, making it definately the most graphically funny game ever on the Spectrum. It's also great in terms of gameplay and everyone will have a particular favourite event; mine's the high diving because it's REALLY silly with Horace the High Diver pulling some hilarious stunts and poses as he hurtles down to land in anything from a large water barrel to a small glass. Even the judges themselves do some peculiar and hilarious stuff before giving out their cash marks. Overall, the circus is about entertainment and Fiendish Freddy's Big Top O' Fun spells it out to a letter.

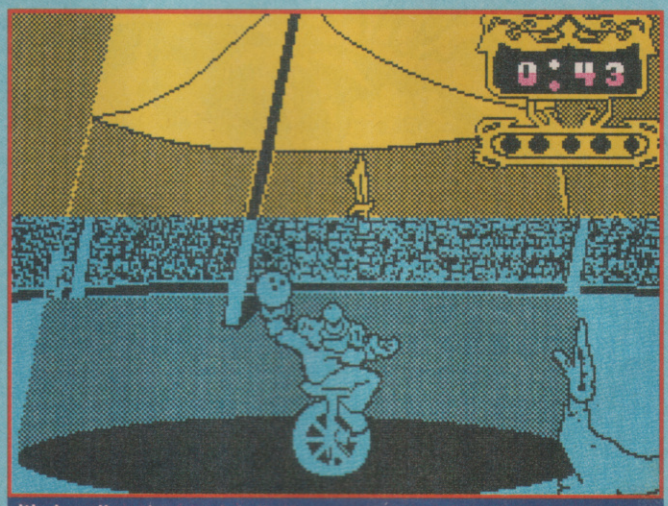
N.B. The disk version of the game was reviewed and NOT the casette version which is a single load game.



Here, on the wirly wheel of death, you must try to aim your throwing knives so that they burst the balloons without bursting your buxom assistant. She really doesn't enjoy being stabbed!



Spin the diver with left right movements and then make him pose before he hits the floor. It's always a good idea to line him up with his target though otherwise he splats flat!



It's juggling time and Jeffy the Jugger's amazing seal-like assisant is lobbing some juggling items at him. Let's all hope that he catches that knife correctly eh kids!

Finola's fat thigths flash past as she firlmy fixes on flying through the air with the greatest of ease - That is, if Fiendish Freddy doesn't try to arrest her aerial antics!

SCORES

	91
	86
	90
	89

OVERALL 91%

All the fun of the fair and a lot of laughs. A feast of fun!

Label: MINDSCAPE Price: £14.99 Disk

GARTH SUMPTER

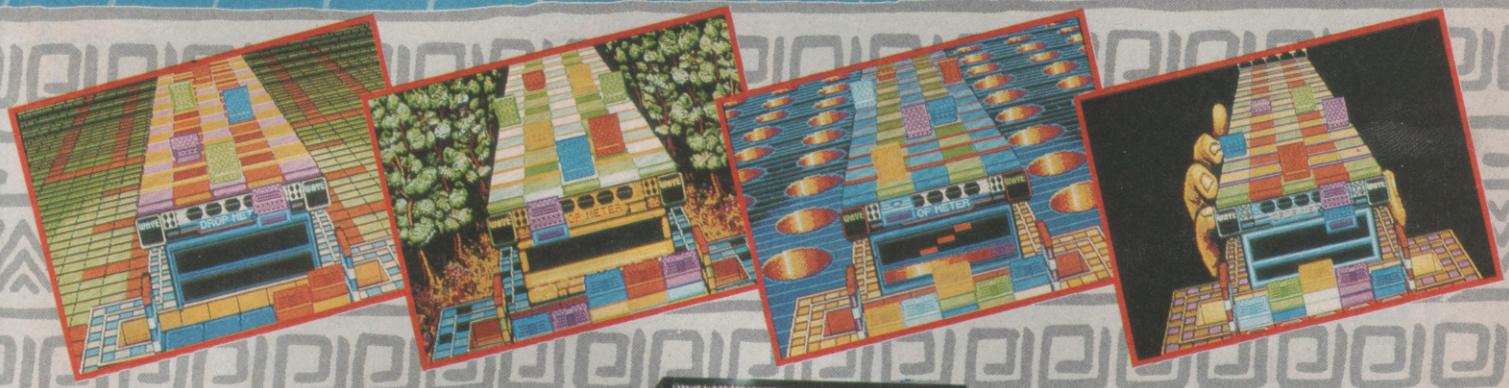
THIS IS THE 90's THIS IS

KLAX™

THE TIC-TAC TILE GAME

It's simple in concept and easy to play. Catch the coloured tiles with the paddle and flip them into the bins to make same coloured stacks, diagonals and rows of three. Sounds easy? It is! The hard part is pulling yourself away from the game.

- The latest craze from California!
- 99 waves of sheer fun!
- The fastest selling coin-op ever!
- Addictive and challenging.
- Make multiple klaxes for massive points!
- Challenge your friends in head-to-head action.



TENGEN

The Name in Coin-Op Conversions

DOMARK

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: Teque Software developments Ltd. Atari ST Screenshots

Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224

IMPOSSAMOLE

Impossamole? Unfairamole more like. Gremlin's latest and long awaited instalment in the Monty series features some really rather unnecessarily difficult bits.

By far the worst offender, deserving a good back-room mattress stomping from the Gaming Police are the Deadly Bats of Ultimate Death. These apparently innocent creatures flap about and fire bullets at you. No ordinary bullets these. In fact, they seem to follow entirely different rules to everything else in the game. Instead of draining your energy, as even the most deadly and enormous foes do, they kill you outright on their first contact. Game Over. No second chances.

There really isn't any excuse for such flaws in game design. It simply looks as if the pre-prod game was examined, deigned to be too easy and these leathery nemeses were inserted as half an afterthought.

And LEAP! Alas, the horrible paper bird of death will see to you even if the deadly water (?) doesn't.

Later levels feature other equally deadly beasts, and while some are more decently positioned, this sort of instant game ending strikes me as a bit unfair.

Most of the game, though, is perfectly enjoyable in a slightly routine sort of way. Your aim is to explore the undeniably large levels of a dangerous land in search of cash.

To cope with the denizens of the world you're exploring, you're equipped -at various stages of play- with bombs, a bazooka and, if the worst comes to the worst, your bare paws. You're also got a super weapon which kills every foe on your current screen. Needless to say, these are few and far between.

As far as I could tell, there's no way of telling how many bombs/bazooka rockets you've got left. This, inevitably will leave you in many a tricky situation, utterly and unexpectedly terminated.

And another thing. I know that the Mole games are set in mystical magical worlds and I realize it would be pedantic and petty to expect absolute realism, but some things are still a little queer; why is the mole bigger than a human? Why do virtually all characters need to be shot twice (some even five times) with a Bazooka before they lie down? And why, when jumping, do you continually fall off ledges which you clearly reach?

If you're a fan of the genre, then Impossamole may be right down your tunnel. It offers a stiff challenge, full of colourful graphics, and the sort of hop, skip and jump progress which requires meticulous planning. Personally, I found it a bit of a drudge.

SCORES

	80
	70
	68
	70

OVERALL 74%

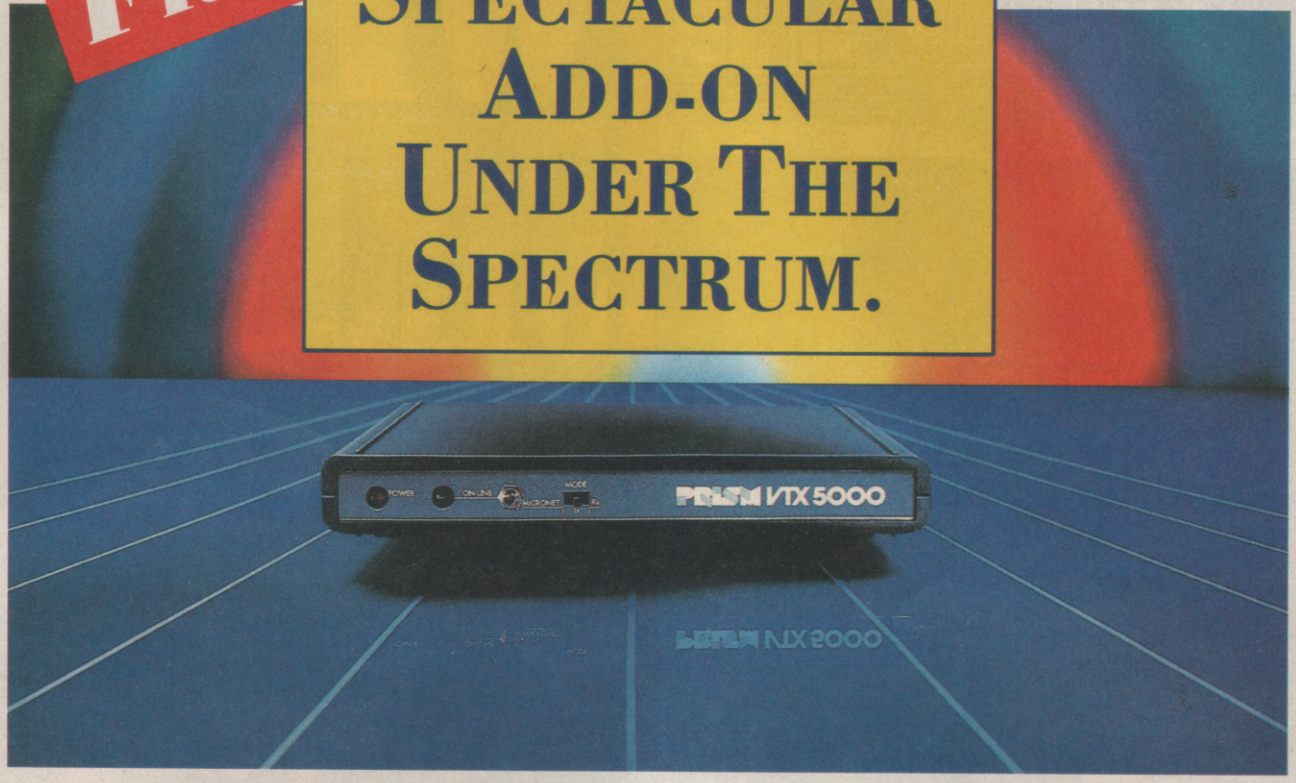
Nice break from humourless death and destruction. Bit low on the thrill front.

Label: Gremlin Price: £8.95

JIM DOUGLAS

FREE

THE MOST SPECTACULAR ADD-ON UNDER THE SPECTRUM.



JUST JOIN MICRONET FOR £23 AND WE'LL GIVE YOU A MODEM FREE!

And that's just the beginning. Because when you join Micronet you inject a whole new lease of life into your Spectrum. You'll be able to play real time multi-user games like Shades, talk to thousands of other computer users on Micronet's Chatlines, download free programs, stay up-to-date with the latest Spectrum news and much, much more. And because Micronet is just a local phone call away using it starts at just 55p an hour including telephone charges!

For more information about how to get a free modem (including software) and a free brochure call us today on freephone * 0800 200 700, or return the coupon below.

Return to: Micronet Spectrum Offer,
Units 8/10, Oxgate Centre, Oxgate Lane, London NW2 7JA.

Name: _____

Address: _____

_____ * Age: ____

Tel. No.: _____

Machine Type: _____

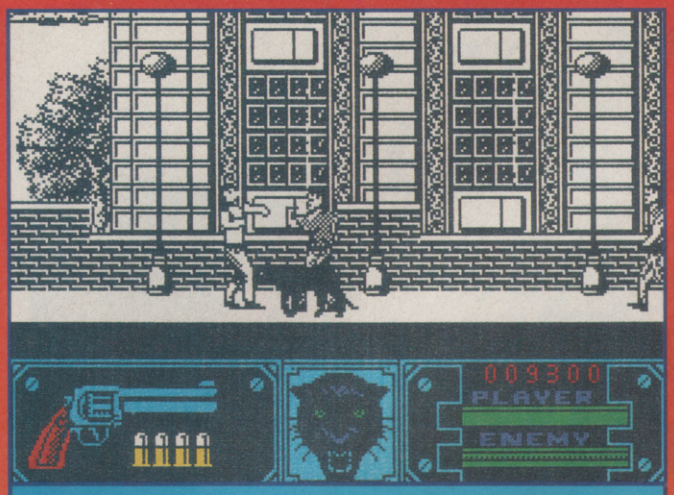
VTSU4

MICRONET

Offer closes 31st July 1990 and is available in the UK only while stocks last.
Micronet and Prestel subscription £23 a quarter.

** For applicants under the age of 18 a Parent or Guardian must apply on their behalf.*

WILD STREETS



Urf! One on the chin for James Taylor, CIA agent ordinaire. Black Virgin pads around helpfully.

Dodgy storyline ahoy! 1998 New York overrun by drug barons and weirdos. Pushers own whopper mansions and loonies live in ghettos. CIA clamp down and begin to win the war (why no earlier action was taken is unclear). Drug barons kidnap head of CIA in order to identify his lieutenants and bump them off. Lone agent, James Taylor and his panther - "Black Virgin" if you please - must infiltrate the city and rescue the CIA chief.

So, what we have here is an Escape from New York sort of way is a left-right scrolling walk'n'punch affair. What makes it different from Renegade (parts 1 to 3) Streetfighter, Yie Ar Kung Fu, Exploding Fist et al? Two things; your gun and your panther.

The gun is a .357 magnum six-shooter (no spare ammo; you have to rely on finding some on the floor - very efficient) which is fine, and very useful.

The panther, on the other hand, is about as much use as a chocolate fire engine in summer. Her main purpose is to savage to death the thugs which you can't handle. Unfortunately, you need to be on the floor, bleeding from every orifice before she registers that you need any help.

Once she's decided to participate in the action, as opposed to padding around like a furry imbecile, she leaps into the air and passes over the bad guys. Gripping, eh?

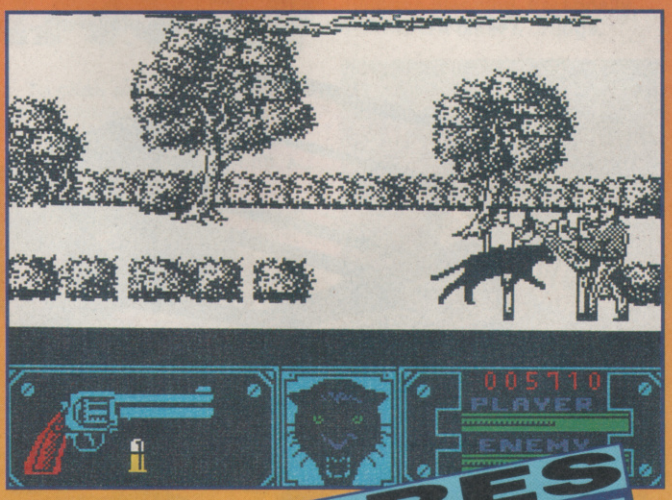
The graphics are pretty shoddy. Monochrome figures wander around in front of monochrome backdrops. The animation is less than brilliant, too, and the characters sometimes look downright silly when fighting. The panther doesn't even jump properly.

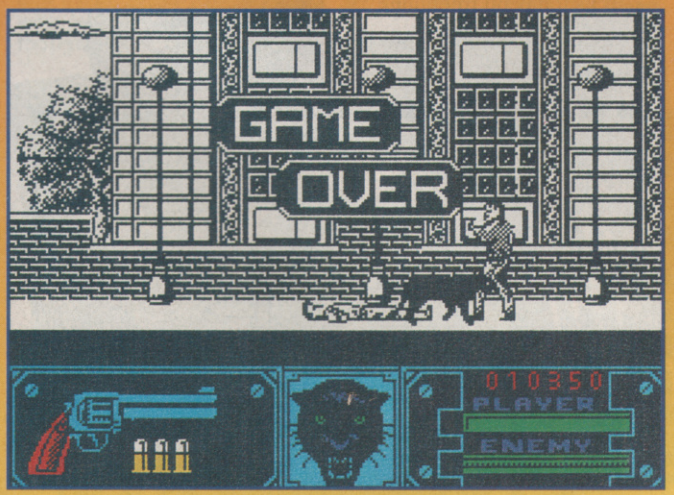
For most of the time, then, since you can forget about the Black Virgin being of any use, and spare ammo for your gun is thin on the ground, it's a straight fist fight.

The moves available are pretty comprehensive. Elbow jabs and high kicks being available, if not entirely easy to pull out of the bag in a tight situation.

The biggest problem with Wild Streets is that it's a crashing bore. Walk right, have a punch up, fall down, get up, shoot someone, walk right, have a punch up. Even on later levels, the action is really pretty dull.

Blam! Since your panther's no use and you don't want to mess up your manicure, your .357 comes into play.





SCORES

55	
60	
59	
58	
OVERALL	58%

Nice idea, marred by some lousy execution. Plenty of better beat-em-ups.

Label: Titus £8.95

JIM DOUGLAS

ANCO

MAY RELEASE
AMIGA - ATARI ST - IBM PC
CBM64 - SPECTRUM - AMSTRAD

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE ROAD,

Oriental GAMES

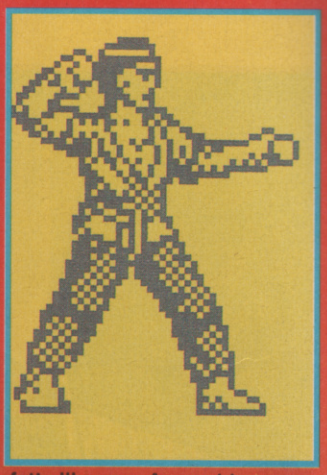
Yes, it's back! The thwack of knuckle on skull! The crunch of falling bodies! The grunts of punched livers! Oh, you can't beat a martial arts game, and Oriental Games has to be one of the best EVER!

So what's the big gimmick that makes Oriental Games better than the horde of other combat games (seven thousand three hundred and twelve at the last count), most of which are merely poor imitations of the original and genuine Way of the Exploding Fist? For a start, there are no stupid gimmmicks; you aren't fighting deadly bunny-rabbits, fourteen opponents at a time, or giants wielding chainsaws. This is just realistic one-on-one combat, and all the better for it.

Second, you get four crunch-a-minute martial arts for your yen. The first two, karate and ju-jitsu, are basically kicking-and-chopping events; the third, kendo, involves bashing your opponent on the head with a big stick, and the last, sumo, is that weird Channel 4 event where huge fat chaps try to push each other out of the ring after two hours chucking salt around, staring at each other and grunting (fortunately you're spared these bits in Oriental Games).

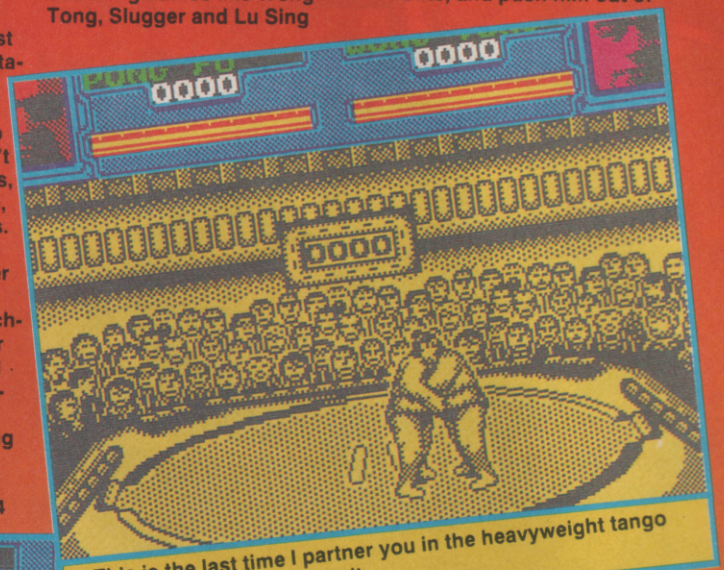
The scenario's a knockout competition in which up to four players take part against a total of sixteen fighters with charming names like Wong Tong, Slugger and Lu Sing compete through four rounds. Strangely enough your little man (mine was called Pong Fu) seems to be able to get magically fatter for the sumo rounds. Still, the sprites are excellent and the animation is fast, smooth and responsive, unlike some combat games where the whole thing is spoiled because you get your head kicked in while you're waiting for the sprite to respond to your joystick movement.

In each event you have a different choice of moves; flying kicks, ankle crunches, short jabs, stick smacks and so on. Sumo is of course a bit different; here your aim is to grab your opponent by the Y-fronts, and push him out of the ring. His favourite response is to try to twist you over, which is a bit of a challenge with a huge great fatty like you. As you'd expect, your progress is indicated by a strength bar at the top of the screen, and watch it carefully because a single smack on the head can take you from being on top to being out for the count.

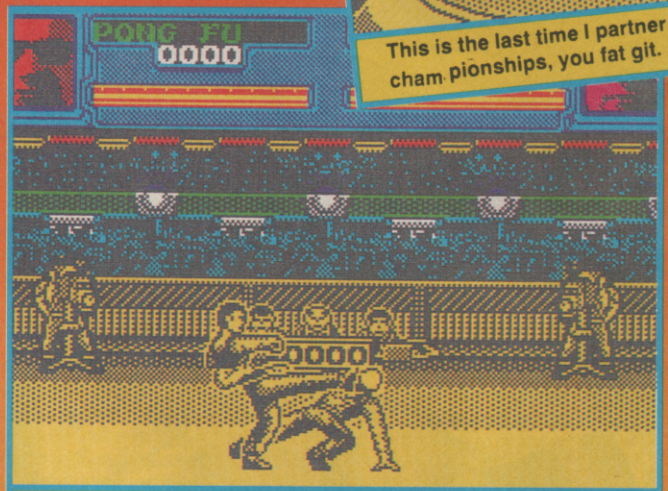


The backgrounds are great too; a television arena, the traditional sumo basho, a seedy gambling den and a sports arena. One of my favourite features is the digitised images of the contestants, which grunt with pain when they get a smacking; strangely enough they don't look a bit oriental, and I wouldn't be surprised if it was actually the programmer trying for a bit of fame and glory. Good luck to him, he's done a fine job. In fact my only reservation is that you have to scan briefly through the results of the rest of the rounds, even if you get knocked out in the first. Frankly my dear, I don't give a damn if

Right! Pass the salt, I'm back to the basho for a smasho.



This is the last time I partner you in the heavyweight tango cham pionships, you fat git.



Ker-rack! You damned breakdancers are a menace, so have this in the head for your trouble.

SCORES

89	
65	
92	
90	

OVERALL 91%

Fab four-event oriental beat-em-up. Lots of variety, lots of fun.

Label: Microprose £8.95

CHRIS JENKINS

BRITAIN'S BIGGEST SELLING SPORTS HIT
... IS ABOUT TO HIT THE WORLD ...

FOOTBALL MANAGER
World Cup Edition

1990

In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans but creating new ones.

With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them a game that will better the best.

Kevin Toms.

Free

WORLD CUP EDITION WALL CHART WITH EVERY GAME.

Keep up to date during the World Cup this summer with your own special Football Manager Wall Chart.

WIN FABULOUS PRIZES IN OUR WORLD CUP COMPETITION

Prizes include: • Your picture with Kevin Toms on the packaging of Football Manager 3. • Holiday Tickets of your choice. • Signed Footballs.

Available soon on:–			
Spectrum 48/128K Tape	£9.99		
Spectrum +3 Disk	£14.99		
CBM 64/128 Tape	£9.99		
CBM 64/128 Disk	£14.99		
Amstrad CPC Tape	£9.99		
Amstrad CPC Disk	£14.99		
MSX	£9.99		
Atari ST	£19.99	Amiga	£19.99
PC 5¼"	£19.99	PC 3½"	£19.99

"I have been studying football tactics and interviewing professional managers. This new game will bring you the results – more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible."

Good Luck

Addictive
LIVE THAT DREAM

Prism Leisure Corporation Plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.

AMERICAN TURBO KING

Only when a game like this comes along that the efforts of top notch programming houses are properly rewarded. Compared to American Turbo King, virtually every other game on the market seems superb.

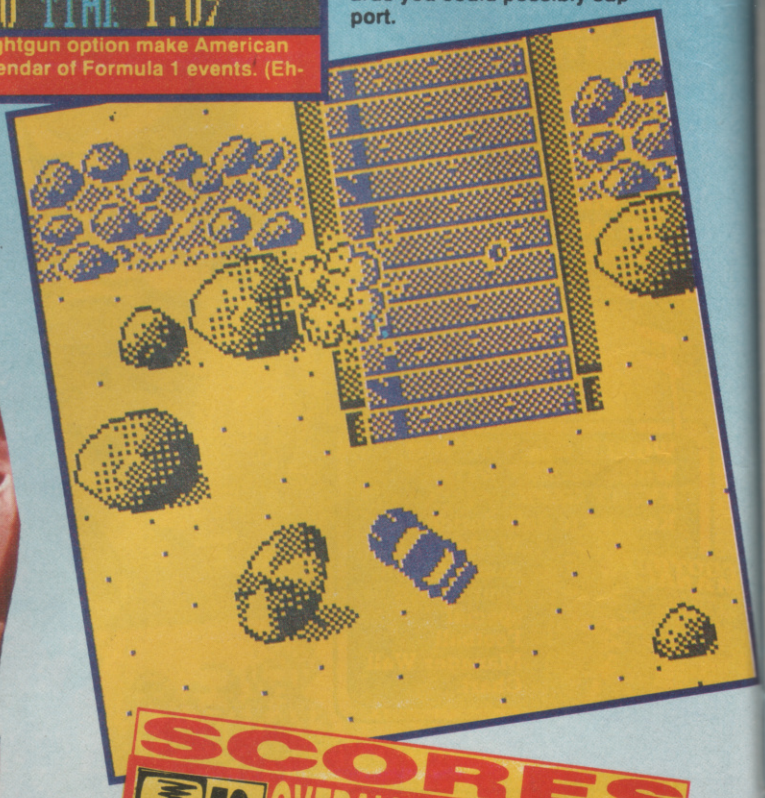
It's one of those top-view vertically-scrolling driving games which went out of fashion with Spy Hunter. In this one you're taking part in five-stage race across America; through the California Beaches, Rocky Mountains, Grand Canyon, Great Lakes and New York City. The backgrounds are fairly dreadful; for instance, the natural splendour of the Great Lakes appears as a series of blue puddles. In the California Beaches level, spectators three times their scale size stand around the raceway like something from a Letraset catalogue. Now and again you get a boulder or a bridge, and if you see a series of vertical arrows, this indicates a ramp which you must drive up. If you do, you take a leap through the air which gets you over an obstacle such as a line of boulders or a chasm; if you miss the jump, you have to reverse and lose valuable time.

Now and again hostile cars or helicopters appear; you can shoot the cars, but unless you have a Magnum lightgun you just have to dodge the helicopters' bombs, because if you're hit enough you lose a life. If you have the Magnum, you can shoot the choppers, and you steer the car by shooting the left and right bars on either side of the screen. To reverse you shoot the car itself. I leave you to imagine how accurate this method of steering is.

The biggest problem with the game is that when you use a joystick, the control of the car is so sluggish that you can yank the joystick to the left, go out of the room, make a cup of tea, ring a pervy phone line, kick the cat around the garden, and come back, and your car is just starting to think about turning to the left.

Not a winner by any standards you could possibly support.

Gaudy graphics and a ropey lightgun option make American Turbo a Sunday meeting in a calendar of Formula 1 events. (Eh-Ed)



SCORES

59	
58	
39	
45	
OVERALL	48%

A prime stinker of a race game, no better for the Light gun option.

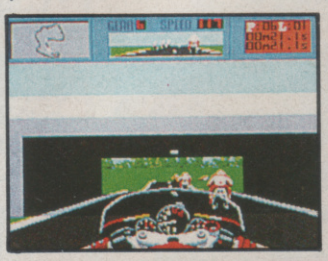
Mastertronic £2.99

CHRIS JENKINS

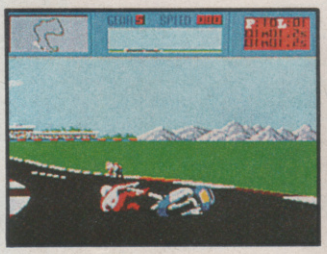
THE CYCLES™

International Grand Prix Racing

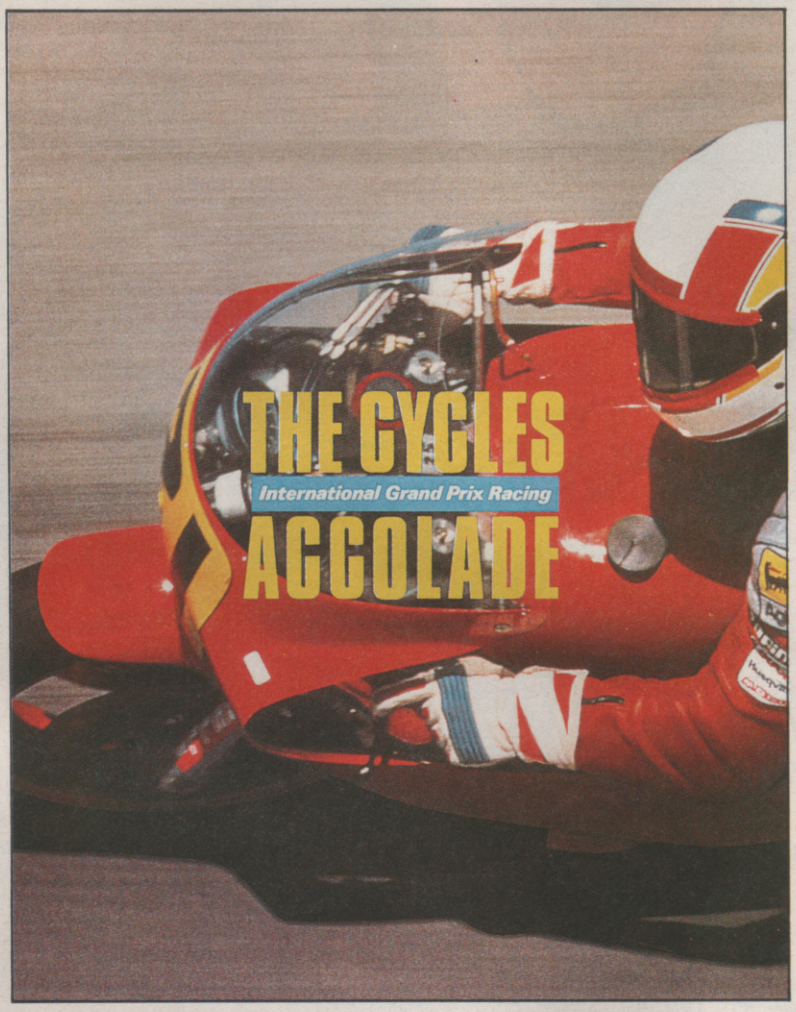
The Cycles: International Grand Prix Racing wraps you around the chassis of the fastest bikes ever built as you compete in the International Grand Prix of motorcycle racing.
The only motorcycle game with a first-person perspective.
Sense the rush of full throttle speed. Look over the handlebars to see the pavement disappear under your wheels.



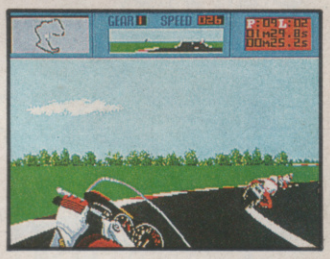
Choose from 5 different skill levels. Each level alters the racing ability of the competition.



Screen shots from IBM P.C. version.



Will the racer in front blast into the lead or dump his bike trying? Do battle with the world's racers in the sport's premier events. Choosing either 500cc, 250cc or 125cc class races tackle 15 authentic Grand Prix courses across the world. From Australia to Brazil file down the foot pegs on the most gruelling circuits in motorsport.
Who's got the guts? Who wants the glory? Who'll emerge victorious to hoist the trophy as world champion?



IBM PC & COMPATIBLES
OUT NOW **£24.99**

AMIGA
RELEASED DECEMBER **£24.99**

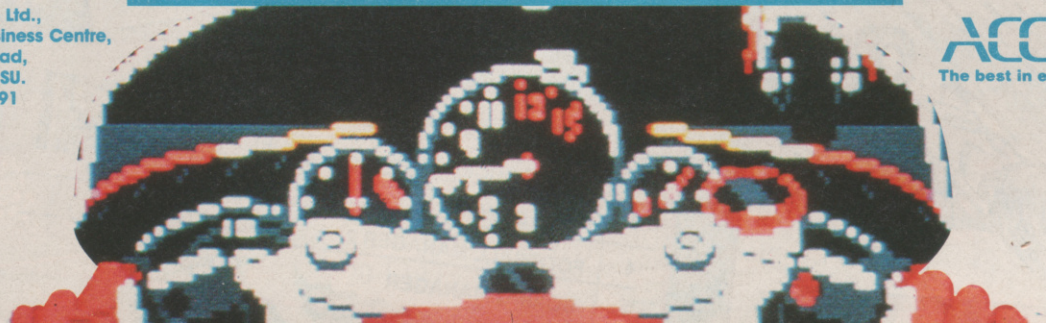
ATARI ST
AVAILABLE FEBRUARY **£24.99**

CBM 64/128
AVAILABLE MARCH **£9.99** Tape
£16.99 disk

(SPECTRUM and AMSTRAD to follow)

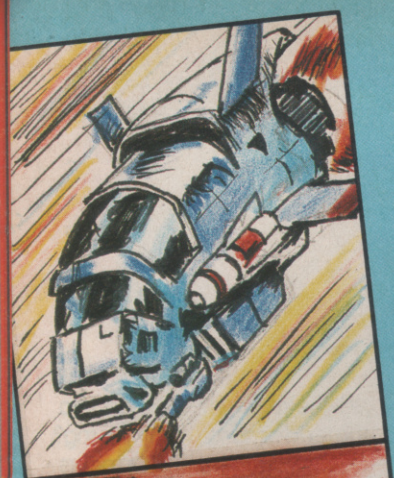
puts you in the saddle

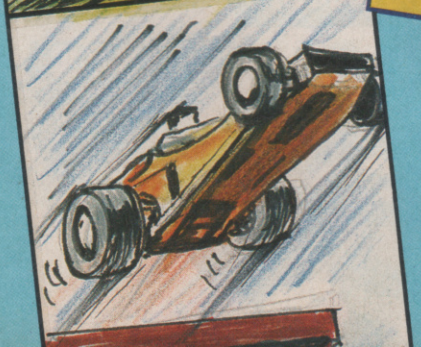
First person perspective for true racing realism



Accolade Europe Ltd.,
Unit 14, The Lombard Business Centre,
50 Lombard Road,
London SW11 3SU.
Tel: 01 738 1391

ACCOLADE™
The best in entertainment software.™





CHART

BUDGET TOP TEN

1 (1) FANTASY WORLD DIZZY More fun than you could possibly imagine	C.MASTERS	£2.99
2 (4) GHOSTS AND GOBLINS Coming on in leaps and bounds	ENCORE	£2.99
3 (2) PAPERBOY He just can't stay in one place for long	ENCORE	£2.99
4 (7) BUGGY BOY Colourful knockabout 'fun'	C.MASTERS	£2.99
5 (3) TREASURE ISLAND DIZZY Eggy, Eggy, Eggy - here comes Dizzy Eggy	HIT SQUAD	£2.99
6 (5) SHORT CIRCUIT Re-release of game of film of t-shirt etc	ZEPPELIN	£2.99
7 (NEW) WORLD SOCCER Good grief, more ruddy football	HIT SQUAD	£2.99
8 (10) RAMPAGE Monster bashers ahoy!	HIT SQUAD	£2.99
9 (6) RENEGADE Still one of the best motorbikey games	HIT SQUAD	£2.99
10 (NEW) COMBAT SCHOOL Attention! By the left, quick, creep into the chart	ENCORE	£2.99

ARCADE

1	CHASE HQ	OCEAN
2	TURBO OUTRUN	US GOLD
3	BATMAN	OCEAN
4	ROBOCOP	OCEAN
5	OP THUNDERBOLT	OCEAN

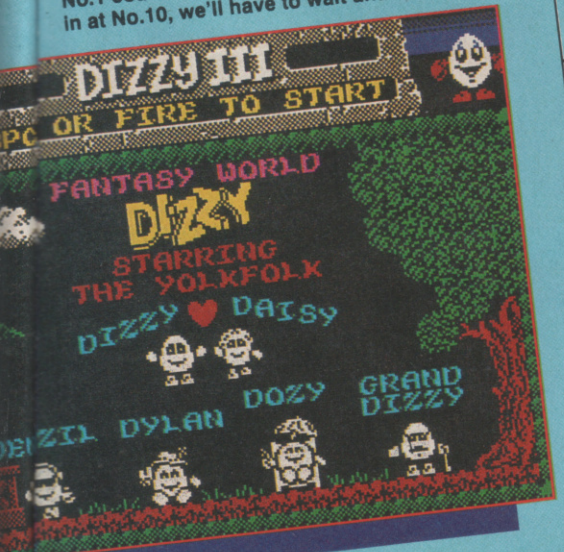
SIMULATION

1	GAZZA'S SUPER SOCCER	EMPIRE
2	FOUR SOCCER SIMS	CODEMASTERS
3	HARD DRIVIN'	DOMARK
4	FOOTBALL MANAGER 2	ADDICTIVE
5	BOXING MANAGER	GOLIATH

FULL-PRICE TOP TWENTY

FULL PRICE CHART COMMENT
Seems to be a new trend in the chart for Simulations, with a few newies on the scene, like Test Drive 2, Football Manager 2 and Boxing Manager. As for the rest, they're all just moving and a-grooving around the top 20 like mad things. For the No1 spot our money's on either 'Gazza' or the Codies 'Four Soccer Sims'.

BUDGET CHART COMMENT
Combat School and World Soccer Whether it's Full price or budget games, you lot are just completely wild about Football aren't you? World Soccer has now arrived at No.7 and will no doubt hurtle up the chart like crazy. Maybe the only thing to beat it to No.1 could be Combat School which is new in at No.10, we'll have to wait and see.



1 (1)	CHASE H.Q. Refusing to budge from the top slot	OCEAN	£9.99
2 (4)	TURBO OUTRUN One of this year's better driving games	US GOLD	£9.99
3 (5)	GAZZA'S SUPER SOCCER Could this be next month's No.1.	EMPIRE	£9.99
4 (2)	BATMAN - THE MOVIE Nana nana nana nana number 4	OCEAN	£9.99
5 (6)	ROBOCOP Up and down like a bloomin yo-yo	OCEAN	£8.95
6 (18)	4 SOCCER SIMULATORS The Codies are fair whooshing up the chart	C.MASTERS	£8.99
7 (7)	OP THUNDERBOLT Worthy successor to Op Wolfie	OCEAN	£9.99
8 (11)	GHOULS AND GHOSTS A rather samey version of Ghosts & Goblins	US GOLD	£9.99
9 (3)	GHOSTBUSTERS 2 More Ghosts and wibbly slimely things	ACTIVISION	£9.99
10 (10)	DOUBLE DRAGON 2 Great beat-'em-up stays still this month	VIRGIN	£9.99
11 (9)	HARD DRIVIN' A game of car driving and hardness!?!	DOMARK	£9.99
12 (8)	UNTOUCHABLES Elliott Ness takes on the underworld	OCEAN	£9.99
13 (NEW)	FOOTBALL MANAGER 2 As if there aren't enough Footy games	ADDICTIVE	£9.99
14 (NEW)	TEST DRIVE 2 Prrrt, what an average driving game	ACCOLADE	£9.99
15 (12)	POWER DRIFT A jolly nice drivey adventure	ACTIVISION	£9.99
16 (RE)	NINJA WARRIORS Hiyaaaaaah - neck chops all round	VIRGIN	£9.99
17 (NEW)	BOXING MANAGER It's a boxing sim, nah wot aah mean, Arry?	GOLIATH	£9.99
18 (RE)	TOLKIEN TRILOGY Loadsa luverly hob-gobliny fun	BEAU JOLLY	£12.99
19 (14)	MYTH Another goodie from the System 3 lads	SYSTEM 3	£9.99
20 (13)	100% DYNAMITE 100% whizzo, 100% excitement, 100% fun	OCEAN	£9.99

All thanks to US Gold and their amazing E-Motion!

Yes! We had such an amazing response to our last Compocard that we're running it again. This time, you've got an even better chance of winning.

The first prize is a whopping great 500 CASH. There are a further TWO HUNDRED runners-up prizes of games from US GOLD - See the list opposite.

Just take a second to think what you could to with £500 cash... Brand new colour telly? Top of the range hi-fi? Two-and-a-half thousand Kit Kats? Twenty pairs of 501s? 170 twelve-inch singles (That's every single Top Ten hit, every week, for the next four months!) You could spend 21 hours on the phone at mega-rate. You may even be able to pay for your poll tax. (If you're lucky)

WHAT YOU DO

So, what do you have to do? Couldn't be simpler. Dial the phone number at the bottom of the page. Remember to have your card from the front cover in front of you.

The voice on the phone will welcome you to the service and ask you three simple questions. Answer all of these correctly and you'll be asked for your personal number.

If your number is a winner, you'll be informed what to do next.

The Questions

1) E-motion is what sort of game?

a) New-Age b) Adventure c) Combat

2) US Gold's most comprehensive compilation is:

a) History in the Making b) Leaderboard collection c) Outrun

3) Sinclair User's cover game for issue 96 was:

a) X-out B) Crackdown C) Hammerfist

Note:

Please speak clearly! Don't say "erm" and always remember wait until prompted before giving any numbers or answers. You can enter by post if you wish by sending you card and the answers to the questions to Phone Compo 2, Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 OUF

0898

Rules and Costs:

Call Charges are 25p per minute cheap rate and 38p per minute at other times. No employees of EMAP or US Gold are eligible for entry. The Editor's decision is absolute and final. No correspondence will be entered into. Winning numbers must be validated by a Hotline Compocard 2. Damaged/defaced cards will not be accepted. Sinclair User accepts no responsibility for cards lost or damaged in the post. Entry to this competition signifies understanding and acceptance of these rules.

E-MOTION

E-motion (reviewed ish. 97) got a stonking 89% It's like a cross between asteroids and snooker. Guiding your craft around increasingly alien environments, you've simply got to bounce similar shaped objects against one another. This makes them disappear. But should you cause two dissimilar objects to make contact - boing! - another, smaller shape appears.

The more frantic your efforts become, the more mistakes occur. There's no time to hang about, either. Dally too long and the spheres become unstable and explode!

If you're anything other than a laser-head, you really ought to check it out.

RUNNERS UP

We've got 200 tapes kindly donated from US Gold. If you've got a runner-up card, one of the following titles will be yours!

MOONWALKER OUTRUN TURBO OUTRUN THUNDER BLADE DREAM WARRIOR HUMAN KILLING MACHINE CHICAGO 30's MAD MIX (PEPSI CHALLENGE) HEROES OF THE LANCE DRAGONS OF FLAME HEAVY METAL LEADERBOARD LEADERBOARD COLLECTION 3 LEADERBOARD TOURNAMENT WORLD CLASS LEADERBOARD FAMOUS COURSES 1 ECHELON GAUNTLET GAUNTLET II INDIANA JONES (LAST CRUSADE) ROAD BLASTERS 1943 BIONIC COMMANDO FORGOTTEN WORLDS BLACK TIGER GHOULS 'n' GHOSTS LAST DUEL LED STORM STREET FIGHTER STRIDER TIGER ROAD 4x4 OFF ROAD RACING CALIFORNIA GAMES FINAL ASSAULT GAMES SUMMER EDITION GAMES WINTER EDITION IMPOSSIBLE MISSION II STREET SPORTS BASKETBALL WINTER GAMES WORLD GAMES VIGILANTE ARCADE MUSCLE (Compil) COIN-OP HITS (Compil) COMMAND PERFORMANCE (Compil) CRASH SMASHES (Compil) EPYX ACTION (Compil) GIANTS (Compil) GIANTS II (Compil) GO CRAZY (Compil) WINNERS (Compil) HISTORY IN THE MAKING (Compil) ULTIMATE COLLECTION (Compil)

500136

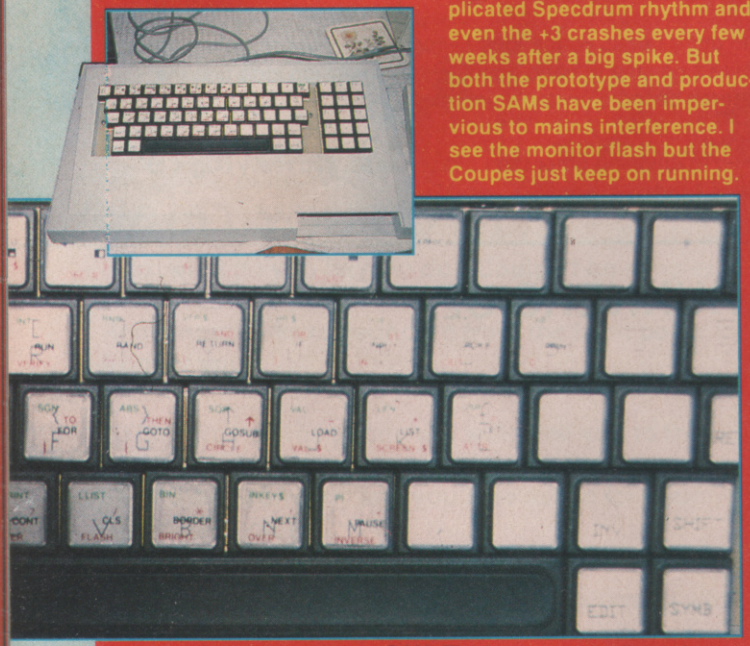
COU SCO

A graphical breakthrough in SAM Coupé graphics, available only to SU readers with a SAM, is demonstrated on this month's megatape. The trailblazing programs were written by Simon N Goodwin the well known super dooper Coupé scooper who, after having a top 20 spectrum game hit in 1983 with DkTronics Gold Mine, has since received even more acclaim with a string of compilers and utilities for the Spectrum. He's spent the last two years involved in the development of the SAM and we visited him in his Black Country hideaway to see how he coped with the Coupé.

The SAM Coupé is an awesome step up from the Spectrum with up to 128 colours on screen at once at double the ZX resolution for 512 x 192 pixels or 85 column text. Yet the exclusive demos on Megatape 27 boost the performance of the Coupé still more, giving a resolution of 512 x 384 and a palette of 8,256 distinct colours!

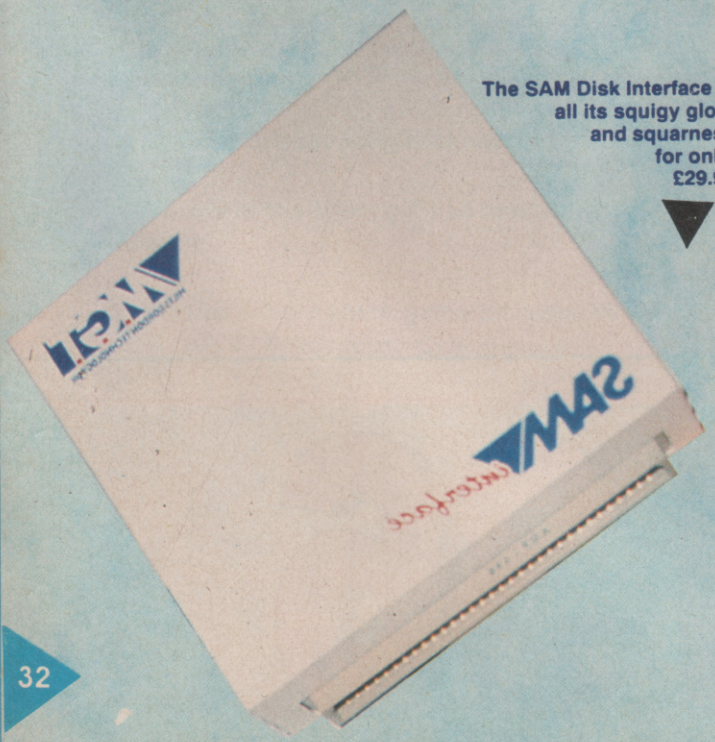
Simon's office is working Sinclair museum, with old Spectrums, a Plus Three and a QL all jostling for position with two Coups. He's used a prototype Coupé since November 1989 and finds the hardware unusually reliable. "I get a lot of main spikes here which often crash my QL's and even my old Marantz CD player which has to be turned off and on before it'll work again."

"Every so often the 48K Spectrum goes down too - usually when I've just finished a complicated Specdrum rhythm and even the +3 crashes every few weeks after a big spike. But both the prototype and production SAMs have been impervious to mains interference. I see the monitor flash but the Coupés just keep on running.



Simon's prototype SAM. The keys were replicated to ensure Spectrum compatability

The SAM COUPE complete with a disk drive - (unfortunately someone's put the drive in the space for the second drive so it won't work. I know 'cos that's what Garth did with ours and Simon told him he was stupid and he blubbed!



The SAM Disk Interface in all its squigy glory and squarness for only £29.95

SAM STRINGY BITS

Simon showed us the latest SAM add ons, like the SDI box (SAM Disk Interface) which lets you hang any standard drive or printer off the Coupé expansion port. Thus allowing the SAM to use Amstrad three inch disks or cheap IBM five inch floppies as well as MGT's own 3.5 inch Lifetime Drive.

Spectrum Users can use this interface to hook the drive from an old Spectrum disk system into the Coupé. The combination of a tape SAM and SDI is 45 quid cheaper than a Coupé with the drive inside - and you gain a printer port into the bargain!

The SDI comes with SAM-DOS and utilities on tape, so you can set it up for any drive format. The cable from a Plus D or Disciple drive plugs straight into the SDI; otherwise you can use a QL or BBC Micro disk cable, with virtually any floppy drive made in the last decade!

If you've already got a twin-drive Coupé you may be more interested in the Communications interface, which has the same Centronics printer port, plus a serial RS-232 for modems and communication with computers that lack SAM's built-in MIDI ports. Like the SDI, the Communications interface costs £29.95 including the VATman's share.

UPE OOP

THE NEW MODES TECHIE BIT

The demo programs simulate new graphic modes on the SAM Coupé. These modes are not directly supported by SAM BASIC commands, but it's easy to set them up with a mix of standard commands, as the programs prove.

els. There can be literally thousands of colours on the whole screen, using palette interrupts to change the colours from line to line.

Officially the Coupé is limited to 16 colours per line, and 128 colours per screen. This is true if you use the standard modes 1-4, which are fully supported by the ROM - but programming tricks can boost the choice to 8,256 colours (worked out from 128 x 128, minus 8128 'complimentary pairs' like [24,10] which looks the same as [10,24]).

A gob smacking 912 colours available from a palette of over 3,000!!

MODE 3+3

This shows 512 x 384 pixels - twice the normal maximum resolution. The program works by listing itself in several sections and copying alternate display lines to two other screens.

When both screens are ready procedure FLIP1 displays the new mode, with 38 lines of text at a depth of ten pixels per line. You can push this up to 48 lines if you don't mind characters on adjacent lines knocking together, as they do on the ST or PCW displays. Just set the character depth to 8, rather than 10, with the CSIZE command.

This mode lets you pack twice the normal amount of information onto the screen. This demo gives a text display but similar routines could be used for fractals or ultra hi-res games. FLIP2 does the same thing as FLIP1 but uses machine code rather than SAM BASIC. Press the BREAK button (at the back) to regain control.

The demos work with a standard TV or monitor, but they use an 'interlaced' picture, alternating between two display frames to get the extra resolution. You can minimise flicker by careful choice of colours and twiddling the 'brightness', 'contrast' and 'colour' knobs on your display.

The flicker disappears completely on a CM-8833 monitor if you dim the screen and background lights. The Philips 8833 being an ideal match for SAM, with its SCART input and stereo sound.

MODE 4*4 uses 31 standard SAM colours - two sets of 15 colours plus black for the background. The sets are matched for brightness, to minimise flicker; the code includes a function LUM to work out the apparent brightness or 'luminance' of any colour. Combinations of two sets give 225 distinct colours, plus black - and you can use all of these anywhere on the screen without restriction!

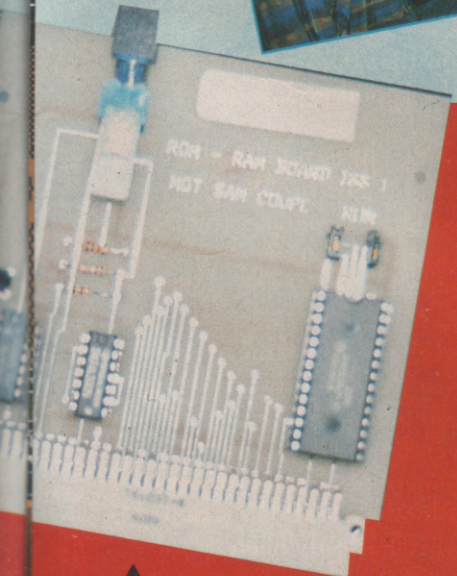
The oh-so-normal palette of SAM colours.

MODE 4*4

Loading this mode shows the normal Spectrum resolution of 256 x 192 pixels, but there are NO attribute restrictions and you can have up to 256 colours on each line of pix-

Simon weighs up the two machines. His verdict of the SAM - It's brilliant!

"You hum it son, I'll play it!" I think he misses his Speccy midi



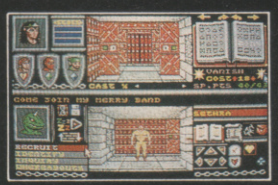
The ROMRAM interface lets software testers run two copies of the SAM ROM, with one inside and the other in 32K of external RAM. That's how MGT test the new ROM; at the press of a button the ROMRAM lets them swap back and forth to compare old and new routines.

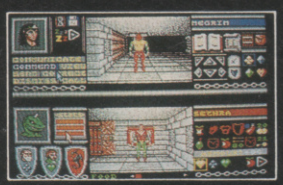
All these widgets have gold-plated pins that fit the 'Euro-connector' at the back of the computer, so there's no risk of the wobbly connections or accidental short circuits that plague the Spectrum. MGT's next project is a Card Cage which lets you use several widgets at once.

Sadly, there's little chance that SU's new graphic modes will receive any support from the new ROM, as the 32K chip is already packed solid with goodies. The good news is that the upgrade is on its way and works fine with the custom code on our Megatape.

Bloodwych

ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!





Atari ST Screen Shots

Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

© 1989 MIRRORSOFT LTD Irwin House, 118 Southwark Street, London SE1 0SW Tel: 01-928 1454

CONNECT!

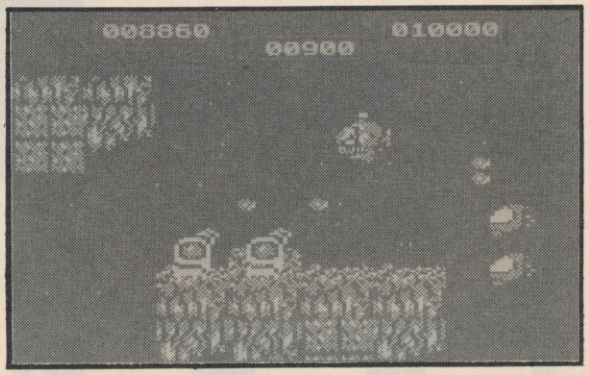
From now on, most of our coupons, compos and letters will be contained in this pull-out section. So you don't need to cut up your lovely issues any more!

SMASH SMASH SMASH OFFER OFFER OFFER

£2.00 OFF £2.00 OFF MR. HELI

Price to SU readers £7.99 (cassette) £12.99 (disk). Send a cheque/postal order (with your name and address) to: MR. HELI Smash Offer, Microprose, 2 Market Place, Tetbury, Gloucester GL8 8DA. Offer closes 31 April 1990.

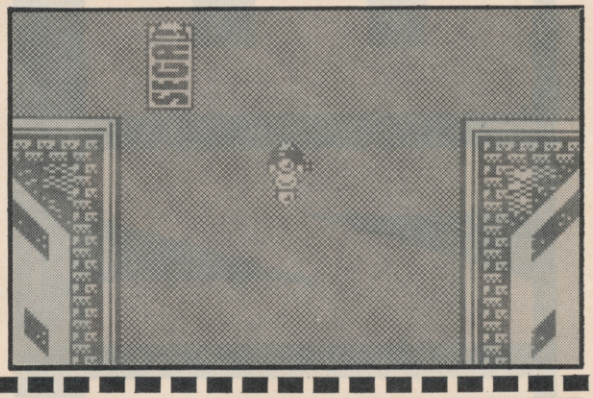
£2.00 OFF £2.00 OFF



£2.00 OFF £2.00 OFF ACTION FIGHTER

Price to SU readers £7.99 (cassette) £12.99 (disk). Send a cheque/postal order (with your name and address) to: ACTION FIGHTER Smash Offer, Microprose, 2 Market Place, Tetbury, Gloucester GL8 8DA. Offer closes 31 April 1990.

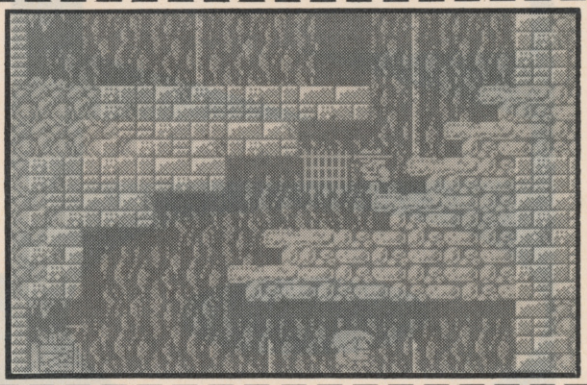
£2.00 OFF £2.00 OFF



£2.00 OFF £2.00 OFF RICK DANGEROUS

Price to SU readers £7.99 (cassette) £12.99 (disk). Send a cheque/postal order (with your name and address) to: RICK DANGEROUS Smash Offer, Microprose, 2 Market Place, Tetbury, Gloucester GL8 8DA. Offer closes 31 April 1990.

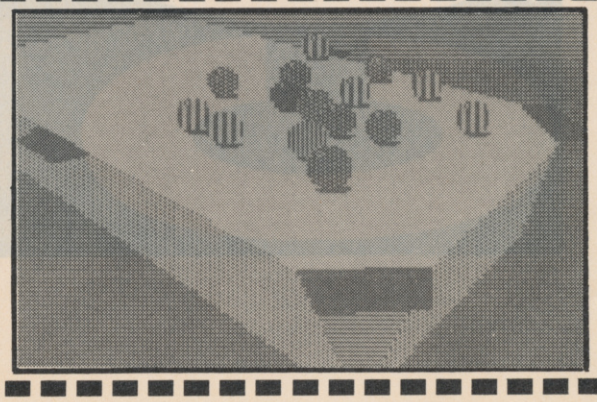
£2.00 OFF £2.00 OFF



£2.00 OFF £2.00 OFF 3D POOL

Price to SU readers £7.99 (cassette) £12.99 (disk). Send a cheque/postal order (with your name and address) to: 3DPOOL Smash Offer, Microprose, 2 Market Place, Tetbury, Gloucester GL8 8DA. Offer closes 31 April 1990.

£2.00 OFF £2.00 OFF

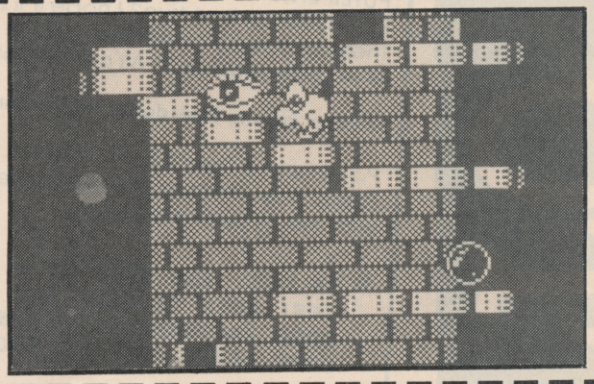


SMASH SMASH SMASH OFFER OFFER OFFER

£3.00 OFF £3.00 OFF
NEBULUS

Price to SU readers £4.95 (cassette only). Send a cheque/postal order (with your name and address) to NEBULUS Smash Offer, Hewson, Hewson House, 56b Milton Trading Estate, Milton Abingdon. Offer closes 31 April 1990.

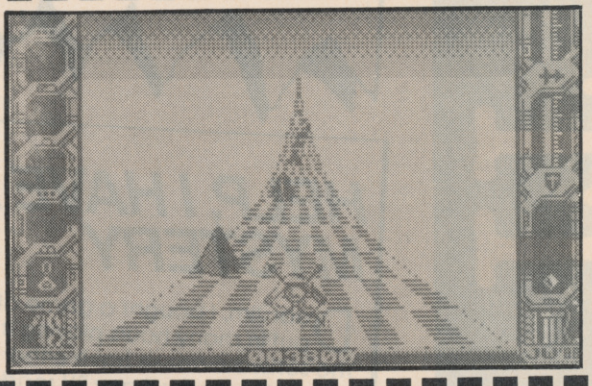
£3.00 OFF £3.00 OFF



£3.00 OFF £3.00 OFF
ELIMINATOR

Price to SU readers £6.99 (cassette only). Send a cheque/postal order (with your name and address) to ELIMINATOR Smash Offer, Hewson, Hewson House, 56b Milton Trading Estate, Milton Abingdon. Offer closes 31 April 1990.

£3.00 OFF £3.00 OFF



£3.00 OFF £3.00 OFF
FIRELORD

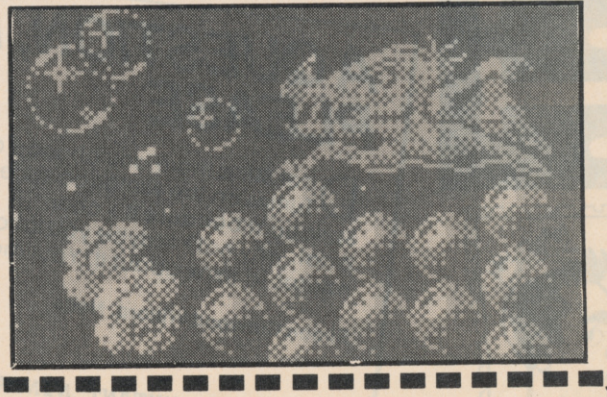
Price to SU readers £5.95 (cassette only). Send a cheque/postal order (with your name and address) to FIRELORD Smash Offer, Hewson, Hewson House, 56b Milton Trading Estate, Milton Abingdon. Offer closes 31 April 1990.

£3.00 OFF £3.00 OFF

£5.00 OFF £5.00 OFF
HEATWAVE

Price to SU readers £7.99 (cassette only). Send a cheque/postal order (with your name and address) to HEATWAVE Smash Offer, Hewson, Hewson House, 56b Milton Trading Estate, Milton Abingdon. Offer closes 31 April 1990.

£5.00 OFF £5.00 OFF



TELL IT TO JIM

BUENA DAIS SU

Dear Wayne (sorry, no more Wayne). Yeah, you're the best. Out with Kami, in with Wayne. What's up with your romance with Ali? I think you'd better pick up a Spanish girl.
Well, I've read in your astounding mag about the opening of the new PC SHOW - now called EUROPEAN COMPUTER ENTERTAINMENT SHOW on 13th-16th September at Earls Court, is that true? I hope it'll be, 'cos I wanna go there and see you dancin' with all the staff of SU.,
Giving my regards to Ali and the other stupists

Antonio 'call me Tony dollar' Pelaez Barcelo Madrid, Spain

P.S. Where is Tony Dillon? When is Ali going to come to Spain? I send you a photo of mine. Ali don't get in love with me, Wayne is the best.

- ***OH YES! THE SHOW IS A GOOD GO-AHEAD - YES! THIS IS TRUE AND AMAZING. FULL OF GOOD EXCITEMENT EVENTS AND COMPETITION. COME ALONG AND SEE YOU THERE! BYE!***

LORDIE, WHAT ABOUT ME LIGHT-GUN

Dear Jim, Please, please, please tell me if you can use a Lightgun on Operation Thunderbolt, or can you only use it on a certain amount of games.
I currently have a Speccy 48K so I want your honest opinion on whether I should get a Commodore 64 or a Speccy 128K +2?

Neil Higgs, Oadby, Leics

P.S. Sorry for mentioning a Commodore in your ace, cool, wicked and trendy mag).

- ***AH, WELL, YOU SEE...YOU CAN USE A LIGHTGUN WITH OPERATION WOLF, SORT OF. YOU SEE, THE NEW SPECTRUM +2 PACKAGED WITH A LIGHT GUN INCLUDES A BUNDLE OF SOFTWARE, INCLUDING OPERATION WOLF. I'D CERTAINLY GO FOR A +2 OVER A C64, EVEN THOUGH THE LIGHT GUN IS PRETTY CRAP.***

HELP, I HAVE A MYSTERY

Dear Jim, I bought a game about 8 months ago. I have put in many hours playing it and have hit a dead end. The software house have either moved or stopped trading and I wonder if any SU readers could help me.
The game is Castle Blackstar by CDS Micro Systems formerly of Silver House, Silver Street, Doncaster. Any info on the company or the game would be a great help. Write to:

H Polson 92 Central Ave Grangemouth Stirlingshire FK3 8TA

- ***CDS CAN BE CONTACTED AT: CDS HOUSE, BECKETT ROAD, DONCASTER, SOUTH YORKSHIRE, DN2 4AD. GLAD TO OBLIGE.***

ANYMORE FOR ANYMORE?

Dear SU, I've got a Spectrum +2A with a lightgun and I have played all the six games that come with the light-gun and I want to know if you can buy any more games for the light-gun?

Mark Smith West Yorkshire

- ***ANY SOFTWARE PUBLISHERS OUT THERE WITH LIGHTGUN GAMES?***

A QUESTION, IF YOU PLEASE

Dear SU, Is there any chance of Teenage Mutant Ninja Turtles on the Nintendo system being made for the Spectrum because it's cool.
If not, why not? Maybe you lot could ask the software houses to think about it. Your mag's great.

Simon Curwood Wilford, Notts

- ***TEENAGE MUTANT NINJA TURTLES WILL BE OUT NEXT THURSDAY FOR £2.99 ON THE HIT TEAM PLUS LABEL***

WHAT'S A BACK ISSUE, JIM?

If you don't print this letter I will give you severe brain damage. Oops, I forgot, you haven't got any brains. Could you start back issues, so people (and me) can get Megatapes that we've missed. I have also got a poem. It goes like this.

SU is brill SU is cool SU makes every other mag drool
SU is super SU is brill (you said that already - J.D.) SU gives the other mags a great big thrill
SU is sponditious SU is fab SU is better than an old age crab

Paul Syme Thetford, Norfolk

● *BRILLIANT! WHAT A SMASHING RHYME. I SUPPOSE I SHOULD TELL YOU ABOUT THE WAY BACK ISSUES WORK, BUT UNFORTUNATELY YOUR FIRST LINE MILDLY IRRITATED ME, SO I SHAN'T.*

TIME FOR A POEM, I THINK

Dear Jim, I hope you like this poem I have written for you.

SU's really sound SU costs just more than a pound Megatapes, compos, game reviews And all the latest computer news
SU is the best SU has a little jest Dirty tricks, pokes and previews All to help you pick the games you choose
All other Sinclair mags have much less Which makes SU the best in the business!

Mark Renshaw Prescot, Merseyside

● *OH LORD. FROM NOW ON WE'LL ONLY PRINT THE WORST POEM WE RECEIVE EACH MONTH. AND WE'LL AWARD THE CURRENT NO.1 GAME FOR IT TOO.*

SHOW-OFFS CORNER

Dear SU Pollard (now, you're a funny lad aren't you? - JD) Just a note to brag furiously that I've completed Myth - no pokes, cheats, nuffink (I didn't even use your maps).

The final level (Duel with Dameron) has you flying through space in a stupid pose with your hair streaming, then a message comes up warning you about Dameron. Then Dameron appears (big flashy blob with a head, takes up half of the screen) and you have to blow him up bit by bit (4 bits). He's easy actually - the end message says, "Well done your task is completed. History is restored and Dameron is banished".

And that's it. I had a score of 77077, if I remember rightly (And they spelt 'prepare' as 'prapare', tut tut).

Leigh Loveday Port Talbot, W. Glam

AM I BEING NAUGHTY?

Dear Jim, I am writing to ask you for a bit of information. a) May I have permission to copy the pokes and maps and all the little cheaty things like that?
b) Is it illegal to copy other people's pokes (that aren't under copyright) without permission, to make money for yourself?

I am interested in this subject because I have been collecting pokes and stuff for some time, and I am hoping to set up my own pokes, maps and tips club or something like that.

If it is not possible for me to do either of these things could you suggest a way of making money using my Spectrum +3. I have a multiface 3 and lots of latest games.

Alex Marland Costock, Bolton

● *ARE YOU BEING NAUGHTY? SOUNDS LIKE A LETTER IN THE SUNDAY SPORT. TO ANSWER YOUR QUESTIONS; YES YOU CAN COPY POKES AND CHEATS OUT OF SINCLAIR USER, BUT YOU CAN'T RE-SELL THEM TO OTHER PEOPLE 'COS THEY'RE OURS. POKES ARE AN ALTOGETHER MORE STICKY MATTER. IF YOU START REPRODUCING OTHER PEOPLE'S SOFTWARE AND SELLING THEM, THEN YOU MAY WELL HAVE PROBLEMS. IT'S THE SAME SITUATION AS COPYING SOMEONE'S RECORD, FILM OR GAME. IT'S NOT REALLY ON.*

WHERE IS LIVERPOOL?

Dear Jim, I recently bought The Running Man (which I completed). When I loaded it I noticed in the list of games there was 'Liverpoc!, The Computer Game'. Where can I but it? I've been all round the nearest computer shops but they haven't heard of it.

If someone reading this has got it and would like to swap it I have 'Leader Par 3' (Leaderboard, Tournament Leaderboard and World Class Leaderboard), Total Eclipse and Treasure Island Dizzy for it.

Darren Knight Dewsbury, Yorkshire

P.S. If Paul Mackay still wants Skool Daze then I'll swap it for a budget soccer game. Write to 3 Lower Bower Lane, Dewsbury Moor, Dewsbury, West Yorkshire WF13 4PX.

● *WHERE'S LIVERPOOL? INDEED. FIRST ADVERTS COULD BE SEEN ABOUT FIVE MONTHS AGO. APPARENTLY OCEAN HAVE GOT THE "OFFICIAL" LIVERPOOL GAME OUT LATE MARCH. NOT WISHING TO, ER, CONFUSE THE PUBLIC, GRANDSLAM ARE HOLDING ONTO THEIRS FOR A WHILE. NO HINT OF PROGRAMMING PROBLEMS. IF YOU WANT TO SHIFT/SWAP OR BUY ANYTHING SPECCY,* *TURN TO PAGE 41.*

SELL IT THROUGH JIM

Every month on this page, you can find all the answers to your Spectrum buying/selling problems. If you want to buy some classic games, get yourself a new joystick interface or even a replacement keyboard, this is the place to come. Take a look at what we've got on offer this month and see if anything appeals! Don't forget; if you want to shift any of YOUR unwanted games/peripherals in order to get the necessary readies for your next big games binge, this is the place! All games advertised in these pages must be sold in their original maunfacturers packaging or the adverts will not be accepted.

FOR SALE : SPECCY +2A

Sinclair Spectrum +2A plus light-gun. 100% perfect condition. One month old, 12 months guarantee. Includes the following games - Chase HQ, Robocop, Untouchables, Operation Thunderbolt, Myth, Indy, Carrier Command and many more.
Also includes joystick, interface and more. Whole package worth £320, will sell for around £140. First to see and try will buy. Write to:
Mr. G. Pietroni 3 Greenhill High Rd Buckhurst Hill Essex IG9 5RW

WANTED : CHEAP VU-3D OR LASER BASIC

If anyone out there has either of these utilities to sell for less than a fiver or give away (some luck) write to:
Johnny Chevreux, 27 Willoughby Way, Winklebury, Basingstoke, Hants RG23 8AY.

FOR SALE : LOADS OF GEAR

I need to sell a Multiface +3 with Lifeguard (infinite lives finder), Tasword +3 (word processor), loadsa software including Chase HQ, Ghouls n' Ghosts, +3 power pack and manual, joysticks (Quickshot and Cheetah). All of these are open to offers, first come first served, no ridiculous offers. Or send me a S.A.E. for a list of items and prices. Write to:
David Foskett 155 Turnpike Drive, Luton, Beds LU3 3RB

FOR SALE : JOYSTICK

I need to flog a joystick because it isn't compatible with my +2. It's a Power Play, green crystal thingy with autofire and microswitches, so it makes a lovely clicky noise when you move (bet that'll get the buyers pouring in). Worth £15, brand new, unused, with packaging etc. £10 ono. Write to:
Leigh Loveday 17 Lake Road port Talbnot W. Glamorgan SA12 6AL

FOR SALE : CARRIER COMMAND (+3 DISK)

For Xmas I asked my auntie for CC on tape. On Xmas day I found to my horror I found CC on +3 disk. Unfortunately, the company wouldn't refund it so I'm stuck with it. If anyone wants CC it costs £10. Write to:
Eddie Mills, 33 Laburnum Way, Littleborough, Lancs OL15 8RL

P.S. I have some information for the reader who wanted Chuckie Egg. Look on page 90 in the Feb issue of SU and you will see CE on mail order.

FOR SALE : WAR/STRATEGY GAMES

I have 10 original War/Strategy games, complete with boxes and instructions, for sale at very reasonable prices or would swap for any similar game.
I guarantee to answer every letter from the UK or EEC but those who send an S.A.E. or postage fee will be first in line.
Peter Fuller, 50 Isis Street, Earlsfield, London SW18 3QN

SHIFT IT!

If you want to shift anything Speccy, this is the place to do it. All you have to do is fill in the form here and include a cheque/postal order for £5.00 made payable to Sinclair User.

Name: _____

Address: _____

_____

_____

Phone: (If to be published) _____

AD:

_____

_____

_____

_____

_____

_____

_____

We reserve the right to refuse any adverts.

WANTED: ZX INTERFACE 1

I got a ZX Spectrum for Christmas but my ZX Interface 1 got damaged and I bought your magazine which I enjoyed and I would like to know if anyone has a ZX Interface 1 for sale. I would also like to buy a ZX printer.
Crios McGeehan, 61 Academy Road, Derry City, N. Ireland

I'VE GOT THIS PROBLEM

AM I GOING DEAF?

Dear Dr Rupe, I recently bought a Spectrum +2, but like many other owners I have problems with the sound. I can tune either a good picture or clear sound, but not both at the same time. Can I solve the problem by buying a monitor? Would I need special cables?

Peter Van Den Bergh Beggenhout, Belgium

•Buying a monitor is one cure, but all most as expensive as private health care. The cheapest option is to take your Speccy back to the shop and get a replacement, which they should give you without a murmur. The next cheapest is to get a small audio amplifier and lead to plug into the Audio port - if you take your games seriously, the wonderful improvement in sound quality is worth it in any case.
•The most expensive fix is getting a monitor - if you want to do this, check that it's RGBI, has an audio amplifier and speaker (most don't) and that it's compatible with European TV. A good one is the Commodore 1084, which I use, since you can also use it to watch videos on through the Video In socket.
•Also, are you taking enough exercise?

I'M FED UP WITH ME RUDDY DISKS

Dear Doc, I've got a +3, and I'm fed up with only having 173K per side on the disks. I found in the manual that the XDPB could be changed to patch for other disk formats. Does this mean that if I changed the XDPB I could format my disks to say 1Mb? Or could I buy a cheap PC hard disk and connect it to the Drive B socket?

Steven Chalker Westbury, Wilts

•Cor, what a good question. The XDPB - eXtended Disk Parameter Block - holds all the information the +3 needs to know in order to read and write to a disk; number of sides, number of tracks, and other magical data. You can change this to match a different sort of disk drive, but you can't do much unless you add new hardware. Perhaps you'll be able to add an extra track, which will get you a few extra K, but not much more.
•The chips in the +3 can cope with IBM-standard floppy disks, 360K type, and the Amstrad 800K double-density drives found in their word processors. In fact, if you just plug one of those in, the +3 may well detect it an use it without any further faffing around, since it has very similar software (written by the same people) as the word processors.
•So, you can't do much without new hardware, and you might have to wire up and fiddle with anything you get. Hard disks, alas, are right out.
•How's the acute nasopharyngitis?

EEEEEEK, IT'S A MOUSE

Dear Doc, I've got a Kempston Mouse, which I got fir Christmas with Art Studio 128K. This is really good, but I've found that the only time I use the mouse is when I'm using the Studio.
Do you know any Spectrum games that allow the use of a Kempston Mouse? The only one I've found is Ikari Warriors by Elite.

Paul Jolly Weybridge, Surrey

•The problem is, there aren't really enough people out there with your sort of mouse to make it worth the games houses' time to include them in their programs. Even on 16-bit machines, every one of which comes with a mouse, most games still use the joystick.
•Mice just aren't very good for that sort of thing. If you're still keen, the best bet is to find out which games use mice in their 16-bit versions, because then the chances that the programmers did the same for the Speccy are highest.
•If the rash persists, try rubbing it with Vaseline.

MY TINY PRINTER IS ILL

Dear Doctor Who, Help! I've had my tiny Sinclair printer for a long time now, and it has always been faithful to me - a bit slow on listings, perhaps, but always working. Now all of a sudden, it's started to print out double-height characters. What's wrong, and how can I get it fixed?

Georgine JS Dollis Hill, London

•Alas, its time is probably near. They were cheap and lots of specialised parts that are difficult to get hold of these days, almost ten years after they were designed. However, all is not lost. From your sample printout, it looks as if the printer is pushing the paper forwards two lines for each line it's printing, and this could be because a speck of burnt printout is blocking some of the sensors inside. Try cleaning the interior with a cotton bud dipped in methylated spirit (be careful and don't plug it in until it's completely dry), or - as a last resort - try vacuum cleaning it with the household hoover.
•Take three of these after meals, and come back next week if the swelling doesn't go down.

WIN A T-SHIRT

It's one of those chilly spring mornings and you're getting dressed for school. Just as you're leaving the house, Mum grabs you, "Nathan, you haven't got your vest on under that shirt, have you?. Now, run upstairs and put it on, or you'll catch your death of cold".

You trudge up to your room moaning. What's going to happen to your street cred? What will the lads make of your wincyette stringy effort in PE this morning? How will you ever live it down?

You rummage through your draws (tnar) for some decent alternative, but all you can find is that t-shirt your Aunt Gladys gave you for Christmas with the Care Bears on the front. Looks like you're not going to get out of wearing stringy this time.

You walk to school, flicking through your copy of Sinclair User, vowing that this'll never happen to you again. You're going to get yourself something really rad to wear against your chest.... Cor, what's this? If I go in for this bloomin fab compo in SU I can win a Virgin 'Well 'Ard' T-shirt and all my problems will be solved. No one will ever laugh at me in my stringy again.

What do I have to do then? I've got to find loads of words which relate to Virgin in the box on this page and put rings around them. The words may be written backwards, forwards or diagonally and there are 15 of them. When I've completed the word search I have to send it off to 'I'm a Well 'Ard Virgin', SU 14 Holkham Road, Orton, Peterboro P62 OUF before the end of April 1990.

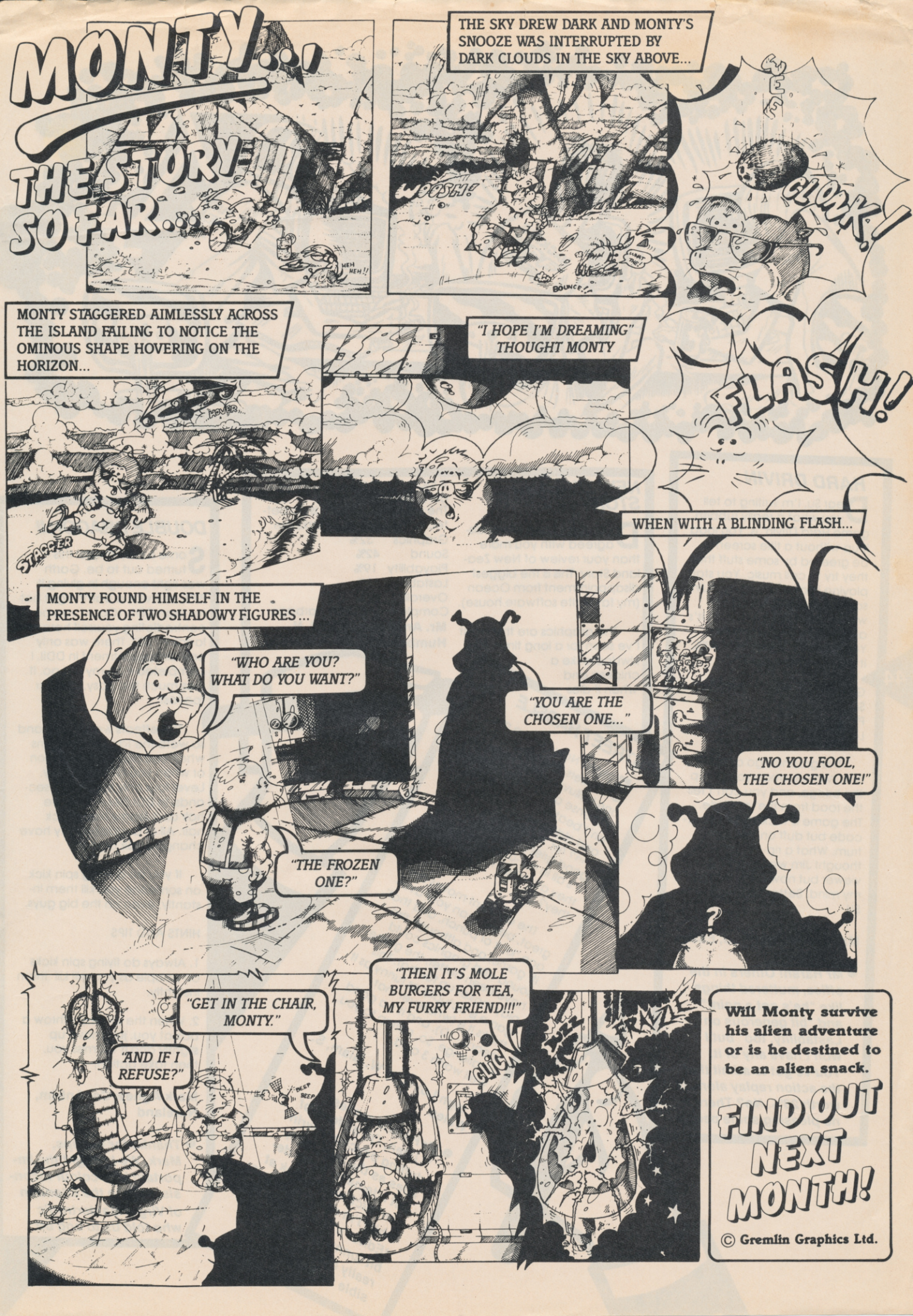

```
TEONGHOSTBUSTERSAISE
BGOYEMBUNOGARDELBUOD
LLEMBSAKTEBAKKTAESRT
SCLAAARINIGRIVURBECG
HLESNGYSPWOGELLCOAEV
IFGTUPIEERAHILCSRIRL
NTHEBIZCKETAESNOCSYA
ONRRFLINKGCABLINIINE
BSUTEGPASNUESSBIMFFQ
IQYRMAWPGNIJAOMBJSCB
BMROWKLISUWGDANDAREM
ZXKNIGHTMAREHFGPSRAE
IJKIVUTSRQPONTMLKJCI
HGFCEGEMINIWINGDCBAS
```

MASTERTRONIC
VIRGIN
SCRABBLE
KNIGHTMARE
THE BIZ
DOUBLE DRAGON
DAN DARE
SILKWORM
SORCERY
MAGIC KNIGHT
AARGH
SHINOBI
GHOSTBUSTERS
MICROBE
GEMINI WING

Name _____

Address _____ Age _____

_____ Post Code _____


MONTY...
THE STORY SO FAR...
NEH NEH!!
THE SKY DREW DARK AND MONTY'S SNOOZE WAS INTERRUPTED BY DARK CLOUDS IN THE SKY ABOVE...
WOOSH!
BOUNCE!!
CLONK!
MONTY STAGGERED AIMLESSLY ACROSS THE ISLAND FAILING TO NOTICE THE OMINOUS SHAPE HOVERING ON THE HORIZON...
HOVER
STAGGER
"I HOPE I'M DREAMING" THOUGHT MONTY
FLASH!
WHEN WITH A BLINDING FLASH...
MONTY FOUND HIMSELF IN THE PRESENCE OF TWO SHADOWY FIGURES...
"WHO ARE YOU? WHAT DO YOU WANT?"
"YOU ARE THE CHOSEN ONE..."
"NO YOU FOOL, THE CHOSEN ONE!"
"THE FROZEN ONE?"
"GET IN THE CHAIR, MONTY."
"AND IF I REFUSE?"
BEEP BEEP
"THEN IT'S MOLE BURGERS FOR TEA, MY FURRY FRIEND!!!"
CLICK
FRAZZLE
Will Monty survive his alien adventure or is he destined to be an alien snack.
FIND OUT NEXT MONTH!
© Gremlin Graphics Ltd.

HARD DRIVIN

Dear Su, I'm writing to tell you what a really rubbish game Hard Drivin' is. You load it up without a title screen to be greeted by some stuff that they try to call music. You start playing it, and what's this? Jim said the steering was a bit wonky. It's not a bit wonky, it's a lot wonky and very slow. You gave it an overall of 78%, it should have been:

Graphics	6%
Sound	6%
Playability	8%
Lastability	10%

The graphics go all blobby and horrible when you go up the bridge, and you can't tell the road from the roadside. The game is wicked on the arcade but duff on the Spectrum. What a rip-off at £9.99. I thought Jim was a cool reviewer but now I've changed my mind. Better luck next time SU.

Mat Brown Rochford, Essex

● ***Mr Harsh! Others in the office, muttered things like "he's got a point" and "bit generous on Lastability, too" but I won't have any of it. You've got to admit that the action replay alone is worth 20%. No? There's no pleasing some people.***

NEW ZEALAND STORY

Dear Jim, I have never disagreed with you more than your review of New Zealand Story. This is the biggest disappointment from Ocean (my favourite software house).

The graphics are the worst I've seen for a long time. The kiwi looks like a chicken and when it dies it looks like some thing stuck a pin in its behind. The sound and music is no better, in the least. My marks are:

Graphics	32%
Sound	42%
Playability	19%
Lastability	17%
Overall	42%

Complete and utter garbage.

Mr. Anonymous Hull, N. Humberside

STREET HASSLE

5 9%?!? Now excuse me, Jenkers, but this is actually one helluva game. Have yo no sense of humour, man? Isn't beating up blind men and old ladies all good, clec fun? (er, no it's not actually, good grief - JD). Ahem, well it's all in self-defence, I mear they attacked me first, didn' they?

The different moves are c great, better than your aver age "kick or punch, and that' it" game, and although the sound and graphics could have been better, the game play makes up for that. This game is actually as funny as it thinks it is (whatever that means - JD), and it's a good challenge. So, prrrrrrp to you. Well worth 3 quid.

Leigh Loveday W. Glam, S. Wales

● ***Mr Hateful replies: "Listen, I'm as fond of duffing psychotic wrinklies as the next man, but I demand some decent pictures to look at while I'm doing it, okay?" *Editor's Note; Chris is a bit funny upstairs so we really can't be responsible for his outbursts.***

DOUBLE DRAGON II

Some ruddy sequel this turned out to be. Garth was right enough in giving it 87% as it was a damn sight better than DD1. (Could you be contradicting yourself here, laddy? - JD). There was only one disappointment in DDII, I completed it on my 3rd go. It was much too easy, and far too fast.

The effects were good and so were the face expressions when you pick up a weapon or when you hit somebody. Level four only lasts for 17 seconds. In DDI Billy had white hair and Jimmy had black hair. All of a sudden they have changed hair colour.

If you do a flying spin kick on someone you kill them instantly, even on the big guys.

HINTS AND TIPS

1. Always do flying spin kicks on people as you will kill them instantly.

2. When the enemy's throw a box at you, just move up slightly and it will miss you, then take action.

Mark Agnew Co. Antrim, N.Ireland

● ***Thanks for the tips, Mark. We brought the important hair-colour inconsistency to the attention of Virgin Mastertronic who told us to bog off.***

THE Write Stuff.

Think you've got what it takes to be a reviewer? Fed up with disagreeing with our ratings of your fave games? Here's your chance to put things straight.

CHASE HQ

Dear Su, I am writing to tell you what I think about Chase HQ. Chris, I think you are the best reviewer of you, Garth and Jim (what about Al, she does the odd review too, you know? - JD).

Level 1 is the easy one but the turbo boost is a bit of a nag when using the space bar. But I think Chase HQ's biggest fault is Nancy. When you have got the criminal in his car and you've just about got him to pull over, she comes on and starts telling you off. I think the faxbox should be:

Graphics 68 Sound 50
Playability 88 Lastability 80

The best bit is going over hills and the car makes a massive jump and hits the ground with a heavy thud. The main idea of the game is pretty cool and if you play it once you will be at it forever.

Kevin Penston Co. Wicklow, Ireland

The speech which scrolls across the top of the screen is a little, er, peculiar as a whole. "Bear down" indeed.

CHASE HQ

Dear SU, I'd like to say what a brilliant conversion Chase HQ is from the arcade to the Spectrum.

The graphics are fab and the sound is great on 128K, and even on 48K the sound is good.

It has special features like the siren on top of the car. This game is absolutely superb, well worth the money, so buy it.

Richard Brailsford
Accrington, Lancs

SILKWORM

Dear fabbo SU, The graphics on this game are cool, you just fly and drive around and blow everything to bits. The trouble is there's no sound, not even a flippin' gun sound. But... I've completed the whole eleven levels and to prove it, it says "Churches have been destroyed but the people saw the funny side." Do you know if there's going to be a Silkworm 2?

When you're fighting at the end of each level, a large 'hell' will appear. Go above it as high as you can and use the gun that shoots down. On Level 5, 6, 7 and 8 be careful of the jets that fly right into you. It's best to have a double cannon, stay in the middle of the screen and blow em to bits.

Steve Etheridge

P.S. I've completed Vigilante, as well (so? - Al)

SAIGON COMBAT UNIT

Dear SU (brilliant mag), Let me tell you what I think of your review of Saigon Combat Unit. Mega brill!! Whoever reviewed it should get an MBE.

As soon as I read the review I shot off to the local computer shop, got the game, went home and loaded it up and played the best ever shoot-'em-up I've played. The only problem is the lousy gun you start off with, 50p cork guns are better. Otherwise it's brill, so if you've got 3 quid biting dust in your pocket, buy it, you'll love it (well, I think so).

Damian Hudson
Stalybridge, Cheshire

● ***Biting dust in your pocket eh? Glad you concur.***

MYTH

Dear SU, I've just had my appendix out and I'm a bit depressed, so I thought I'd cheer myself up by buying a game. I bought Myth, and it's brilliant. The graphics and colours are breathtaking, although the sound's not spectacular, but the gameplay is excellent. Just blowing the hell out of the skeletons and ghosts is satisfying. I played on it solid, all day when I bought it. I couldn't get off it. Your review was almost right, but overall I think it should have got 99%. I haven't been using the maps you've issued, apart from locating medusa's cavern on Level 2.

Myth is a classic and deserves to be a classic. Anyone who doesn't like Myth needs their head seen to.

Alasdair Kirk (a happy SU reader) Chandler's Ford, Hants

● ***Isn't it nice to see an original game turning out so well?***

If you think you can review a game better than we can, then we suggest you put pen to paper now and tell us in less than 150 words your thoughts about any Speccy game of your choice.

THE WRITE STUFF'S GUIDE TO REVIEW WRITING

Here are a few points to consider when you put together your Write Stuff review.

1. Put the name of the game at the top of the page.
2. Tell us what you liked/disliked about the game and why.
3. Compare your review game with another and tell us why this game is better/worse.
4. Are graphics appropriate? Would they have been better if they were plan/side/3D view?
5. Tell us how you managed to get through certain parts of the game. Was it easy/difficult?
6. You don't have to stick rigidly to the above points, be as creative as you like.

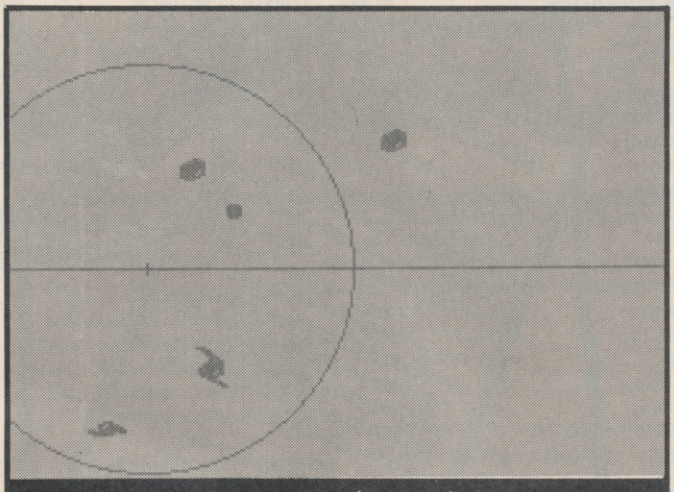
Try not to swear too much and send your letter to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to put your name and address on your letter, so we'll know where to send your SU Crew badge.

GAMES REVIEW

4TH DIMENSION

Normally you expect compilations to consist of chart-splitting, gut-wrenching megasuccesses, but Hewson has decided to do something different and release a compilation of titles which have never seen the light of day before. It's pretty obvious why, too - none of them are quite exciting or original enough to make it as full-price titles, but they're just about worth a bash on one big box.

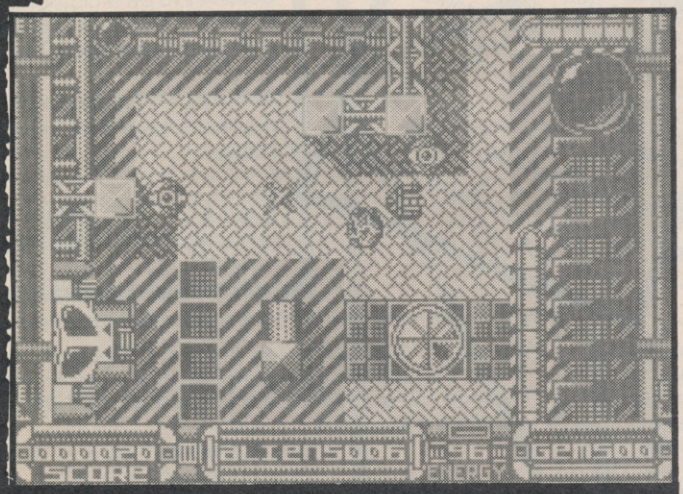
A few months ago EMAP Towers resounded to cries of 'Oooooh! Offside! Goal! No it wasn't! Yes it was!' 'cos everyone was playing a well spiffing footie game called Kick-Off on the Amiga (spit). What's that got to do with Hewson's Super Cup on the Speccie, you may ask? Well, the two aren't dissimilar; the pitch is viewed from above, scrolling mightily to follow the movement of the ball. The graphics are minimal, the action's very fast, and the frills are non-existent. Trouble is, what looked good on the Amiga doesn't quite measure up on the Spectrum, so you're left with a soccer arcade game which is no better than a dozen others, and has none of the managerial elements.



Super Cup - Watch the amazing tadpoles fight for soccer supremacy.

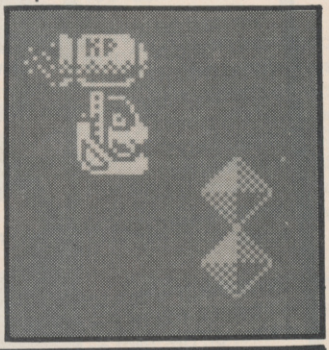
Rather more fun is Head the Ball, which isn't a footie game at all, but a sort of cutesy-wootsie Mario Brothers effort in which a disembodied head bounces through a magical landscape in search of his lost girlfriend, kidnapped by the charming Heads Angel, Gobba. There are diamonds to collect to bribe Gobba, pits to leap and nasty heads to avoid; eventually you get a sort of jet-pack to fly over the nasties. Quite good fun if you like this sort of slop, but no points for originality.

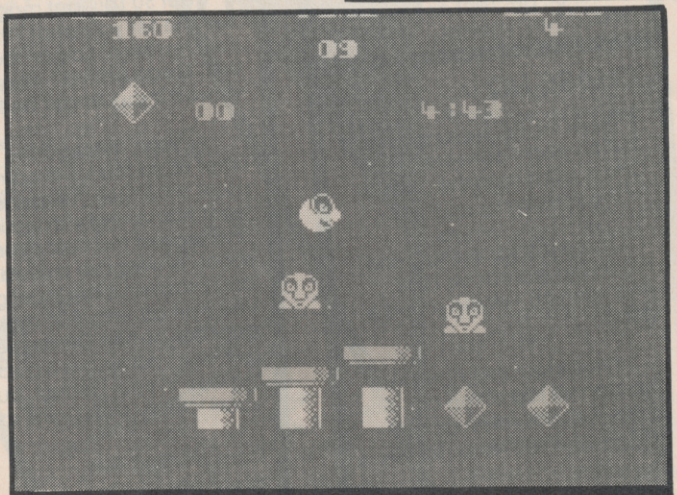
Equally familiar is Kraal, which is so similar in appearance to The Edge's Shadow Skimmer that they might have been programmed by the same team. Here you explore the measureless reaches of an alien complex, exterminating larvae and hunting down the monstrous mother spiders. The backgrounds are marvelously colourful, and your fighter probe slips underneath scaffolding and other structures as you roam around. Annoyingly, the background flips to the next section before you get to the edge of the screen, so you tend to lose track of your position easily. Otherwise, Kraal is pretty polished, and there's a promise of some naughty smutty excitement if you get through to rescue the space princess (but not really, I suspect).



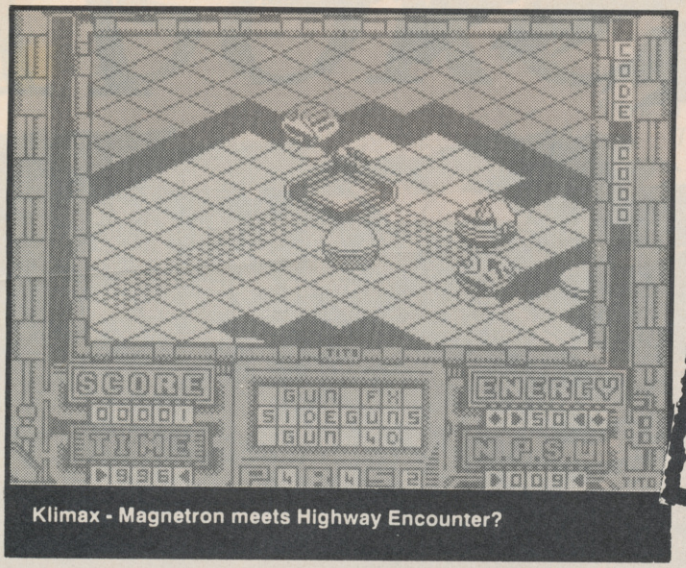
Kraal - Colourful top-down blasting, shades of Shadow Skimmer.

Klimax is the real oddity, and this one I think should have been released on its own; it plays a bit like Magnetron and looks like Alien Highway. If that's not much help to you, the idea is to pilot a ground-skimmer around a flip-scrolling background of grids, fighting off enemy robots, searching out and disarming auto-destruct mechanisms, and stopping at computer terminals to fuel up and check your directions to Zap City. Pretty good though a bit repetitive.





Head The Ball - Sproing! Bouncing excitement in a Stormlord/Thing on a Spring sort of way.



Klimax - Magnetron meets Highway Encounter?

ARCADE REVIEW

FAX BOX

Label: Hewson Author: various Price: £ 12.99, £17.99 disk Memory: 48K/128K Joystick: various

GRAPHICS	SOUND
64	59
PLAYABILITY 62	LAST ABILITY 59

Reasonable compilation, but no real megahits

Reviewer: Chris Jenkins

10 20 30 40 50 60 70 80 90

OVERALL 60

BEYOND THE ICE PALACE

I've seen some poor games in my time, but Ice Palace must surely take the crusty cup. Although the plot has been used so many times it's due for its 600,000 mile service, and the graphics have been surpassed a hundred times already, these aren't the major problems with the game.

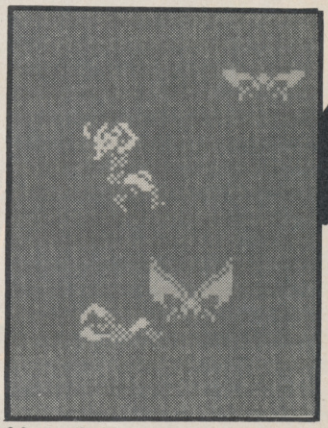
It's simply a dull as dull can be. Imagine Myth - all scrolling and mysterious with lots of places to explore and tasks to solve and then take all the good stuff out and you've got Ice Palace.

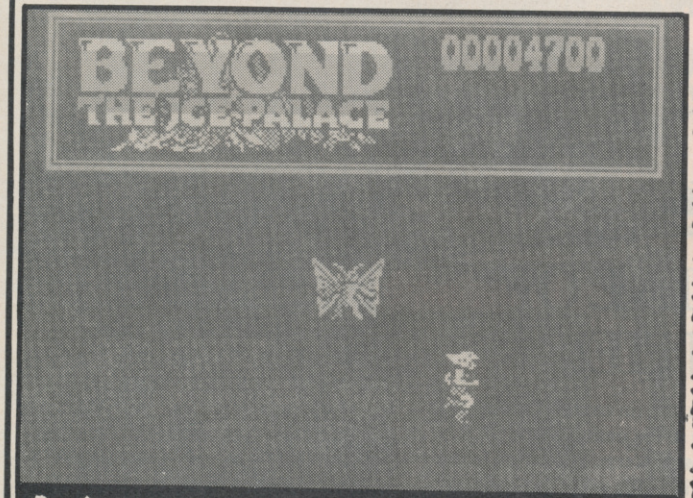
Your poorly animated alter-ego flickers across impossibly dull screens in search of the a key which will restore the balance between good and evil (Zzz).

Attacked from all directions by flying green sweet wrappers (alright, demonic fiends if you like) and obstructed by menacing and exciting PILES OF ROCKS which you must SHOOT .... REPEATEDLY!

There are also huge trolls which drain your energy. In fact, the whole game is a big drain on your energy, sapping your enthusiasm glands and filling you with utter apathy.

When Ice Palace first came out at full price, a couple of years ago it was generally thought of as a reasonable run/jump/explore larf but now, in the light of Myth and similar exploratory outings it really looks as sick as a dog.





Run Away! Heading down into the depths of the underworld pursued by the manacing pixie of doom.

ARCADE REVIEW

FAX BOX

Label: Encore Author: In house Price: £2.99 Memory: 48K/128K Joystick: Various

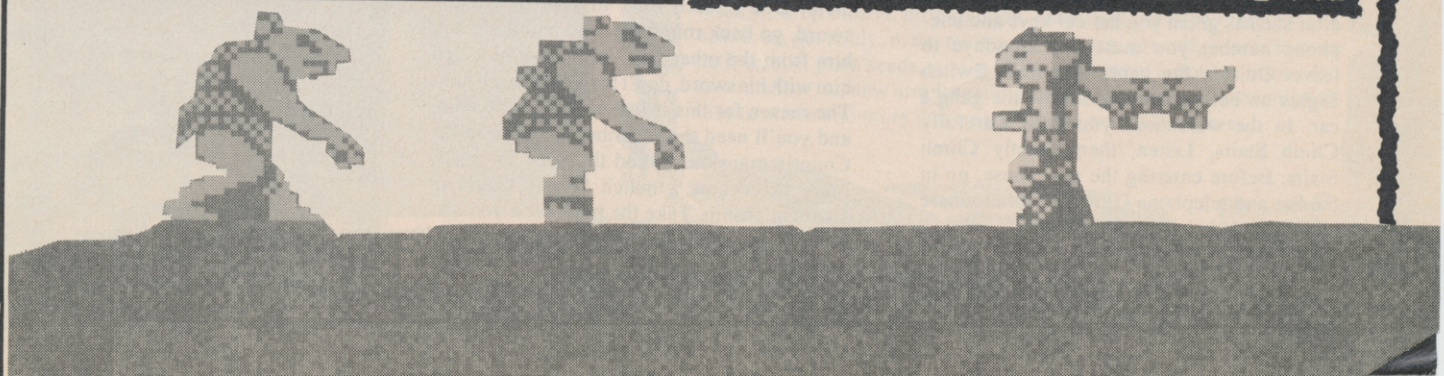
GRAPHICS	SOUND
40	50
PLAYABILITY 30	LAST ABILITY 30

Dullsville Arizona. Snooze City. Not Even the Mail on Sunday could wake you after playing this.

Reviewer: Chris Jenkins

10 20 30 40 50 60 70 80 90

OVERALL 35



TH

Greetings, mortals. I know this makes me sound like the adventuring equivalent of Joey, out of TV's Bread comedy program, but I suppose it's better than saying G'day all the time like some singing Australian soap star.

I have mentioned before the existence of that splendid fanzine known as *Spellbreaker*. £1.50 per issue (40 pages last time), full of all manner of interesting adventure 'goodies', like hints and tips, solutions, special offers, and so on. Apparently, there's about 120 people subscribing to it at the moment, so the other umpteen thousand of you can write to the editor (the noble Mike Brailsford) at 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX, enclosing cheque or postal order for the sum of £1.50, or multiples thereof, and request a copy to be sent to you.

Onto songs. People have come close in the past, like Paul Brunyee, but has anyone ever produced an adventure named after Creedence Clearwater Revival's song "It Came Out Of The Sky" Or (same group) "Run Through The Jungle"? "Looking Out My Back Door"? "Down On The Corner"? They all sound like adventure releases from the mail-order companies to me, and there are plenty more where they came from. If you're trying to write an adventure program using one of the many utilities available and just haven't the faintest idea about where to start looking for a story for the game, you could do far worse than raid your record collection and try getting a few ideas from the song titles that you will find there. Having said that, can you imagine an adventure game bearing the name "Pump Up The Jam"? The mind boggles. Owners of several games that have been brought to my attention are ***The Slaughter Caves*** by Mike Jessup and ***Pawns Of War 1 and 2*** by Les Floyd. The first of these costs £2.49, the second is a princely £2.99, the reason being that it contains two adventures. Dealing with the games in reverse order, Pawns Of War side two is an enhanced and improved version of their original Pawns Of War game, side one is a brand newie. Now's your chance to have two sorties behind enemy lines and hit the bad guys where it hurts.

The Slaughter Caves, which sounds like it ought to be a novel by James Herbert, is more in the traditional line of things as you forage around amidst monsters and demons whilst looking for an immensely expensive collection of treasures which lay scattered about all over the place.

All text-only stuff (heavens), and if you want to send your sheckles off for a dabble with either or both of these games, bearing in mind that the price includes first class postage and packing, then ***Zenobi Software*** are the company and they can be found at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. A quick count-up of the Zenobi catalogue reveals over twenty Spectrum adventures. Well done that company.

Having mentioned earlier the abominable fate suffered by clubs that fold up and vanish into the night, I'm pleased to be able to tell you about two items that are still going strong and showing every sign of running on and on. ***The Spectrum Adventure Swap Club***, run by Paul Avis, allows you to swap an old (original) adventure for another at a cost of

PLAY IT AGAIN SAM:

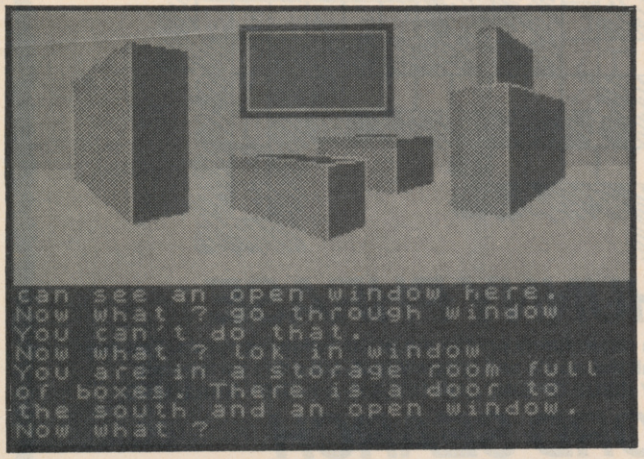
To leave Silvia's apartment, you must Close Handbag then Unbolt Window, When tied to the chair in the Casablanca Club, you must Cut Bonds Blade to free yourself, then climb through the window. In Gloria's apartment, after she has given you her car keys and telephone number you must Say Goodbye to leave. Outside the bank, you must Switch Lights on before you can follow the gang's car. In the warehouse you must Carefully Climb Stairs, Listen, then Quietly Climb Stairs. Before entering the warehouse, go in the bar and telephone Gloria. Tell her where you are and she will call the cops.

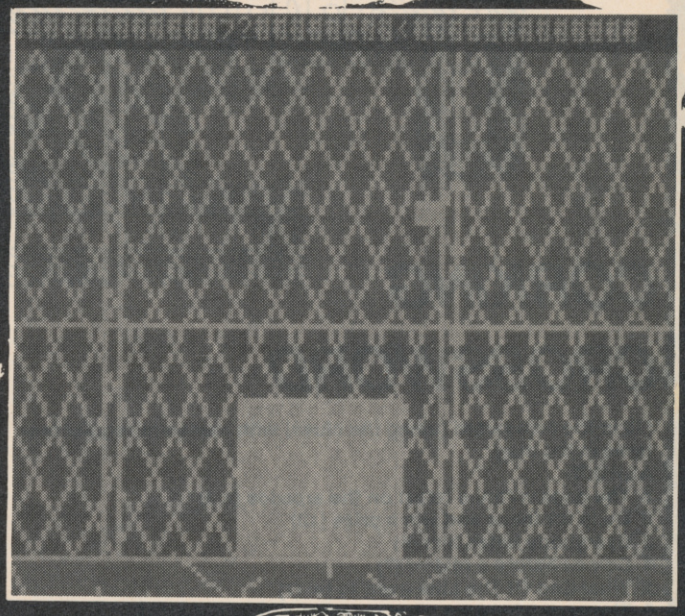
CRYSTAL OF CHANTIE:

In the potion room, the tin contains a sleeping potion. Put the tin in the underground pool to send the scaly beast to sleep. The serum in the vat is plant food. Fill bottle with it (after drinking the wine) and put it on the plants to make them grow up the wall, and then you can climb them. Don't reach over to troll to get his sword, go back round the wall and approach him from the other side. After you've killed him with his sword, don't forget to search him. The reason for this is that he has a gold coin, and you'll need this to bribe the butler in the Count's mansion. REad the book in the library to become a match for the Count in swordsmanship. Take the book with you and put it on the plinth before taking the crystal.

E SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU *Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*


can see an open window here.
Now what ? go through window
You can't do that.
Now what ? lok in window
You are in a storage room full
of boxes. There is a door to
the south and an open window.
Now what ?

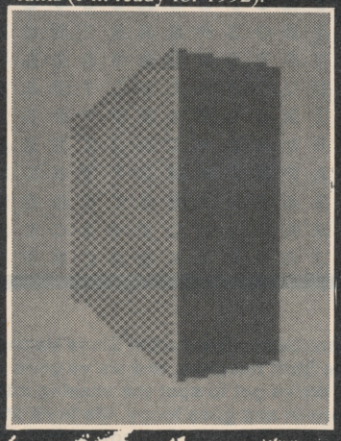


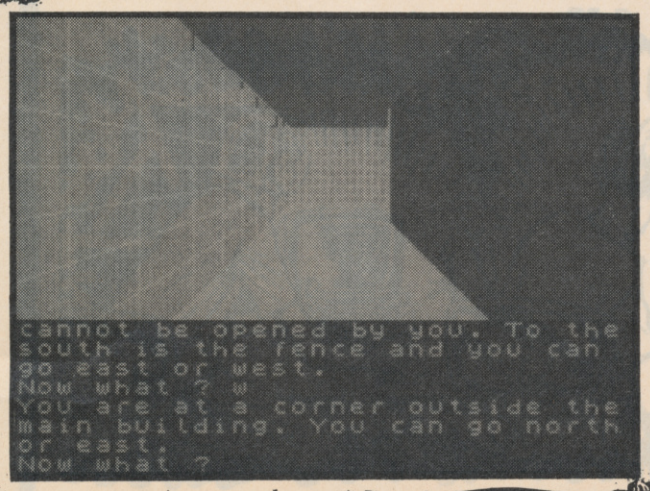
£1.25. So, if you've got any old games gathering dust and doing nothing very much at all, why not write to Paul at 49 Hewitt Rd, Hamworthy, Poole, Dorset BH15 4QB. Seems like a good way of adding a few more strings to your adventuring bow, and at a reasonable sort of price as well.

The second item is the Spectrum Adventurers' Tape Magazine which is literally a magazine on tape. But you don't have to type in the listings. A look at the contents of issue three reveals a collection of news and reviews, hints, tips and solutions for 14 games, a complete adventure, the first part of two other adventures, even adverts, and all on what's known as a ***Magic Missile*** tape for £1.50 every other month.

I know I mentioned it last month, but the continued existence of things like this, supporting traditional adventures, depends on lots of publicity and stuff, so there you go. Anyway, if you want a copy write to Matthew Wilson, alias Futuresoft, at 75 Ben Rhydding Rd, Ilkley, West Yorkshire LS29 8RN.

And with that, au revoir mes enfants (I'm ready for 1992).




cannot be opened by you. To the
south is the fence and you can
go east or west.
Now what ? w
You are at a corner outside the
main building. You can go north
or east.
Now what ?

WITTS END

MATT LUCAS:

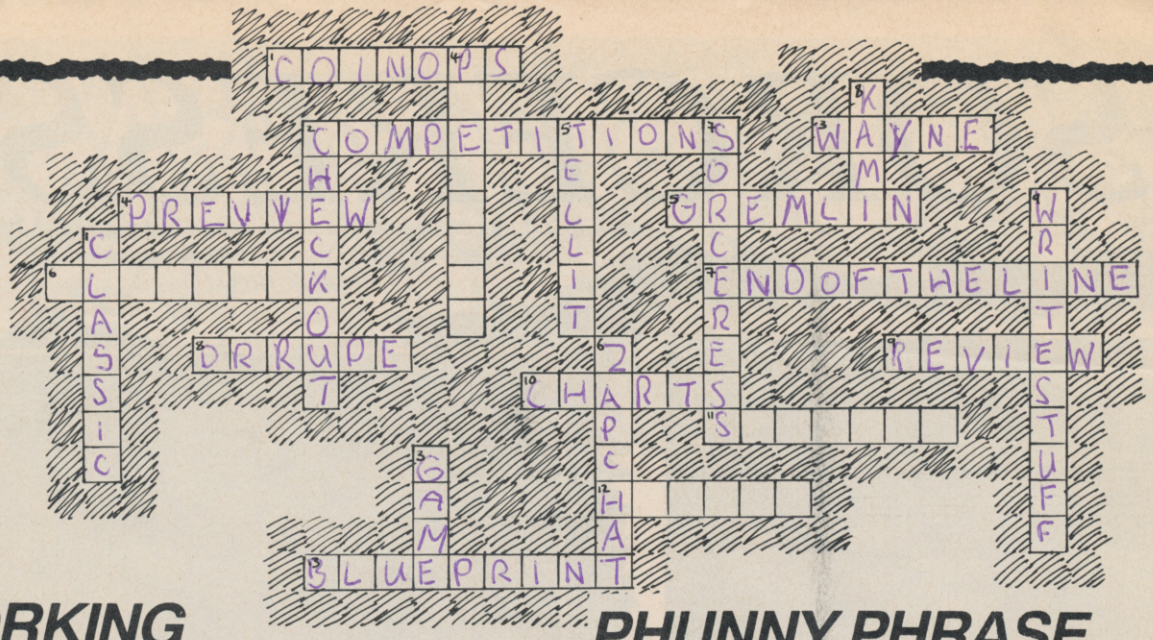
Dial 685743 to open the safe. Get past the dogs by carrying the meat. Carry the container and tube and go to the petrol station where you insert the tube in the tank then suck the tube to get a container of petrol for the boat. Shoot the drug pusher in the flat. Just rest if you get tired. For the sea location, the route is S, S, E, E, S, S, W, S, W, S, S. Duck when the arrows fire at you. At the police station, you must kick the machine to get a bar of chocolate. To free John Harpinger, drop the weight to raise the cage.

TEMPLE OF TERROR:

Not enough dragons? Examine a work of art. Still not enough dragons? A dog might help you. STILL not enough dragons? You need something to throw some light on the subject.

CUDDLES

(from where we left off) Get cheese, s, put cheese in trap, look, get mouse, n,n,n,n, e, n, w, n,n,n,n, d, n, n, u, w, sw, s, nw, w, w, blow balloon, w, drop mouse, drop balloon, examine floor, open trap door, d, e, e, u, se, get teddy, n, ne, nw, w, w, w, s, s, s, get calf, n, n, n, e, swap calf, w, s, e, plant seeds, u, u, u, follow rainbow, follow rainbow, follow rainbow, w, new arm for teddy... wait for the host of heavenly teddies to arrive and there you (sorry!) to the end of the game.



CORKING CROSSWORD

Fill in the crossword (using the clues) with names of regular features in the mag.

ACROSS

1 The page with the latest on the arcades (4,3)
2 Go in for these and win a prize (12)
3 Everybody hates him (5)
4 Comes before a review (7)
5 What End Of The Line used to be (7)
6 The page where we used to talk to programmers (8)
7 Where the Caption compo turns up (3,2,3,4)
8 Got a problem, write to him (2,4)
9 Where you find a classic (6)
10 All the ups and downs of the month (6)
11 The old name for SUNews (4,7)
12 ------ Helpline (6)
13 Behind the scenes of all the games (9)

DOWN

1 They're a Smash (7)
2 New look Outlands (5,3)
3 See 9 across (4)
4 The page for Play-By-Mailers (8)
5 Speak to Jim (4,2)
6 Old style Dirty Tricks (7)
7 Only for the adventurous (9)
8 Everydodies favourite teddy (4)
9 Your chance at reviewing (5,5)

PHUNNY PHRASE

Make a rather funny phrase out of the following words. You can swap all the words and letters about, but don't be too rude.

EVERY ISSUE OF SINCLAIR USER IS A RUDDY BRILL MAG

WORD SEARCH

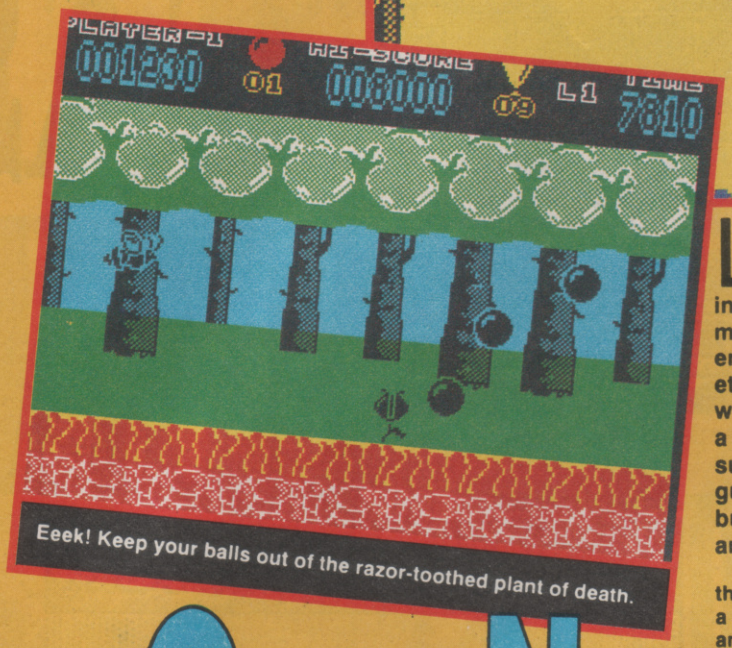
Locate the hidden software houses in this word square.

US GOLD PLAYERS VIRGIN MICROPROSE OCEAN GREMLIN ELITE ELECTRONIC ARTS DOMARK ACCOLADE CODE MASTERS AUDIOGENIC HEWSON GRANDSLAM ACTIVISION UBISOFT

R G I N L A R G E L N S D M U S E S T U A B E
G R D L O G S U W M I C R O P R O S E E C X A
B N J C L K O P U T V Z A A S E W E Q X T U I
B M N E L E C T R O N I C A R T S O R E W C C
E W T A C F D W A Z O V C B N S M J I O O T U
H J I N O S W E H M I A O P L A Y E R S T F P
J B Y E E S W G A H S B L N Q M W O U Y T O R
G B U U O T R L V L I O A S W E L I T E W S A
O I I R G B S A E E V P D A U D I O G E N I C
Y T R D E D V I R G I N E C W O O X Q U Y B R
D R A P N O M N J I T K L M N C P M R S T U V
R O I A S S A E B C C O O M G V E M A W I N P
M I R R O R S O F T A G E A N I L M E R G G J
T G J O M E W A S J C N T O B J R P G P K R R

SPOT THE DIFFERENCE

Oh no! Our brilliant artist Steve Harmon has just finished our Write Stuff headline, and we've gone ans spilt Tipp-ex all over it - erk! We've got to spot the missing bits of artwork before he comes in and goes loopy. We think there are ten marks, but there may be more. See how quickly you can get them all.



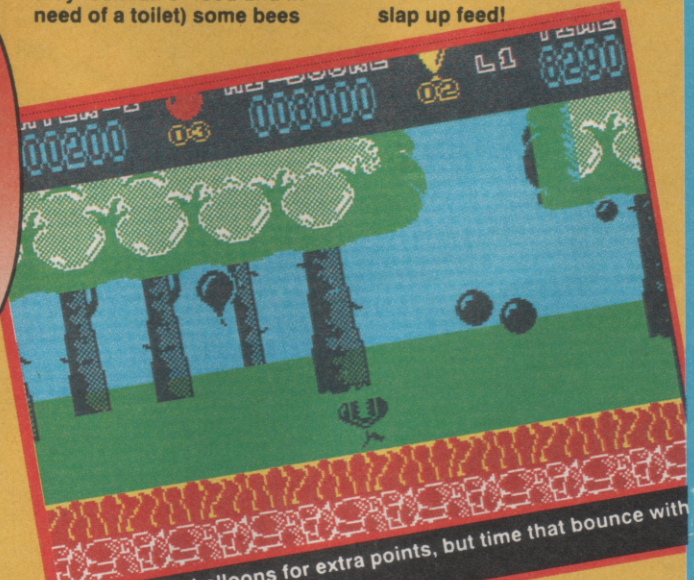
Eeek! Keep your balls out of the razor-toothed plant of death.

HOPPING MAD

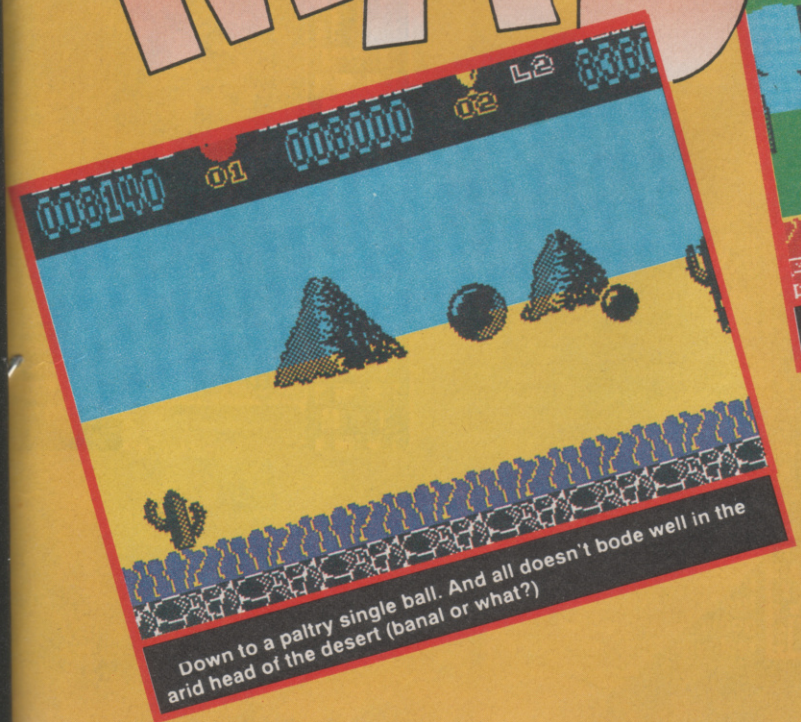
Leap, srroing, eeek! If I had to sum up a game in three words then this meagre trio of words could encapsulate the whole ethos of Hopping Mad. But would anyone want to buy a game that could be summed up so easily? My guess is that they wouldn't but let's have a look at it anyway...

Four balls bounce across the screen from right to left in a line (looking like a disjointed and it's your task to guide them as they sproing on their way by speeding up their progress, slowing them down and using the fire button to make them all bounce higher. So far, so bad but wait, what's that in the distance? Is it a plot, is it a game, no you daft bugger it's just some gnashing plants, some fat birds (I'd hate to stand under any of them 'cos they look full of food and in need of a toilet) some bees who mayor may no have been playing with the birds, some cacti, hedgehogs and a load of big balls, all of which prove fatal if a ball catches them. Loose a life and one of your balls blows up (coff, chortle). Points you have to get by collecting balloons and apples.

Well that's it. There's not much to the game and so I'm going to have the problems of a one-armed weight lifter with an itchy bottom to write much more about it. Apart from the fact that I could tell you about the smooth scrolling, the okay graphics, the ease of gameplay and the mind-boggling boredom of it all. But I won't. I'll just say that Encore have enough good games on their budget label to sink a small wooden boat so either go and find one of them (Buggy Boy, Paperboy etc) or just go out and sink a small wooden boat. You'll have far more fun and capers and be able to get back to Aunties in time for tea and a slap up feed!



Collect the balloons for extra points, but time that bounce with care!



Down to a paltry single ball. And all doesn't bode well in the arid head of the desert (banal or what?)

SCORES

75	
69	OVERALL 69%
75	
56	

Leap, sproing, eek yourself to boredom with one of Encore's worst releases.

Label: Encore Price: £2.99

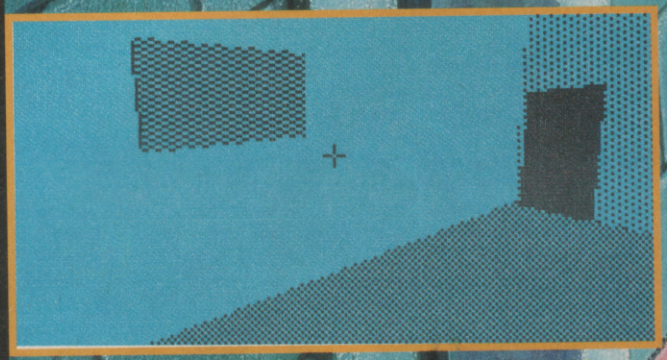
GARTH SUMPTER

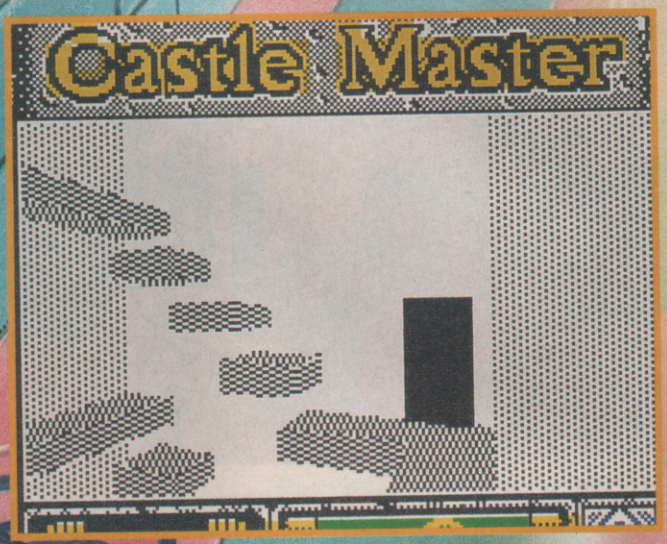
CAS MAS

Who ever said that adventures and strategy games are boring? Not everybody is a brainless joystick junkie and Impressions have spent some length of time getting it all ready to unlease on a suspecting public. And although I've a fairly suspicious nature myself, I think it's a great game.

Castle Master puts you in the leggings (or stockings if you're really pervey) of a prince or princess who must search the Castle to rescue your twin brother (or indeed spaccy old sister). There are no specific locations and you move freely around the landscape, at either a walk, run or even a crawl depending on your stamina. You begin outside the castle and must gain entrance by getting the drawbridge lowered. It's a little tricky to get it open but it's better than throwing bricks at a blank wall. Also, there are cryptic hints littered around that may help you in your quest.

Run out of energy and the portcullis closes on your adventure.



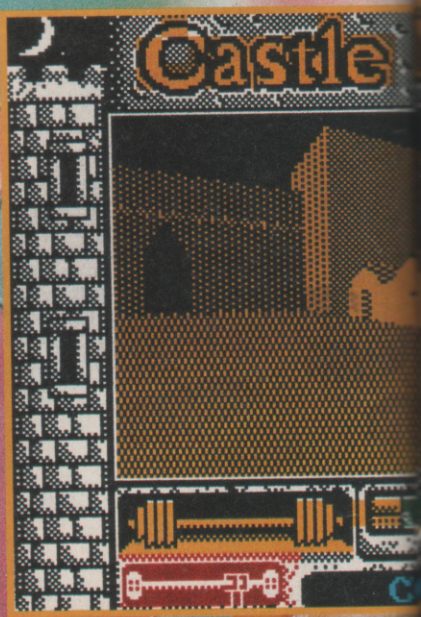


Movement is by joystick and keyboard or just keyboard (for those of you who want to build up your finger muscles) and you move forward and backward with left and right spinning the view around. There is a small sight in the centre of the screen which shows where (or what) you're heading towards.

If you like your adventures short on use of the keyboard then Castle Master is as easy as most with only the A key used for actions like eating, drinking, opening, collecting and so on and R, W and C used for Run, Walk and Crawl. The space bar toggles the pointer mode on and off and is used when throwing rocks via the fire button or actioning something.

The keyboard controls also allow you to change the angle of your perspective. "Cor, that's just what I've always wanted a new perspective" and that's just what the P and L keys do, P looking up (useful when there are girls walking upstairs) and L drops your head down (useful when you're caught looking up girls skirts).

The graphics are a little on the slow side, no doubt the product of having to move the screen with each player movement, but then if you want a fast arcade game then Castle Master isn't for you. You need brains and reasonable reactions - the brains to work out the various puzzles that are contained in the game and reactions when you enter a room occupied by a spook. The screen will flash and your stamina will begin to drop. You must find the spook, hit the space bar and then move the crosshair sight onto it and press fire to despatch the spectre with a few well-aimed rocks.



There is a definite movement in software to include a little bit of adventure or strategy into aracade games at the moment with selectable weapons and\or shops as in Super Wonderboy. The flip side of this is adventure games that work graphically and Castle Master is one of this genre and a good example of such. The game has depth, action sequences and is littered with puzzles and should be enough to keep hardened adventurers going for some time. The only real criticisms would be that the screen update is slow and the graphics are sometimes not immediately clear but all the whingin' and whinein' in the world should not serve to deter the average Spectrum gameplayer from what is an excellent adventure.

STLE STER

REVIEW

SCORES

80	
76	
77	
87	

OVERALL 81%

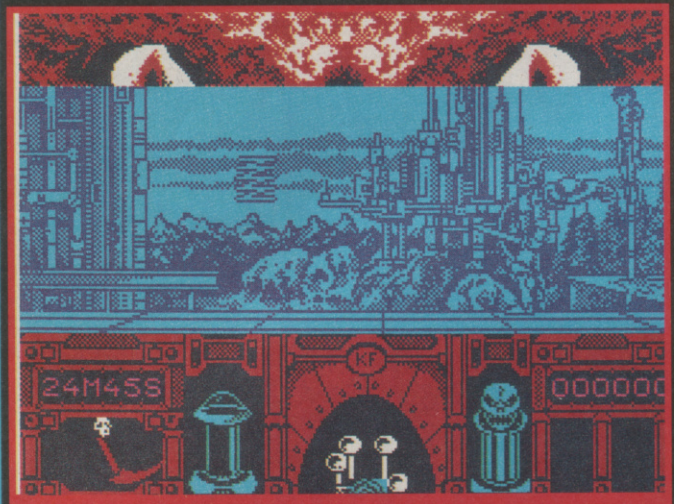
Would have been stronger with more depth of character control.

GARTH SUMPTER

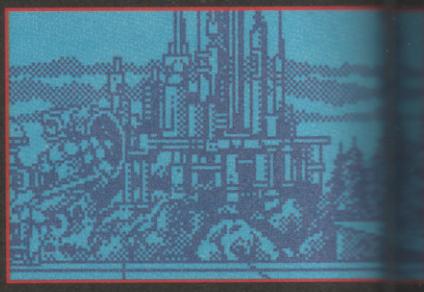
KNIGHT

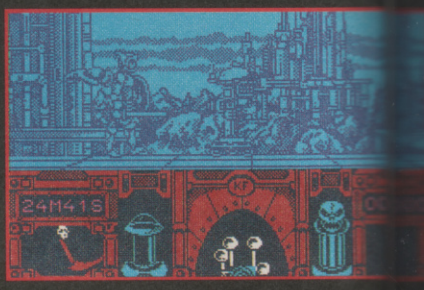
Try not to let your spirits drop too much when you hear the plot of this one; brave knight must travel through dangerous lands in search of the four pieces of a mystic amulet which will allow him to defeat the evil sorceror who holds captive the king's beautiful daughter... yuuuch! The plot may be the most unoriginal in the world, but fortunately this isn't yet another arcade adventure. Instead it's yet another martial arts game...

Your task is to aid time-travelling superknight Fair Storm (who obviously needs all the help he can get, with a nancy boy name like that). Starting from the mystical dolmens of Splarg, he has to travel through time and space and hack into submission four loads of baddies; Cro-Magnon men in prehistory, gang thugs in modern-day New York, futuristic robots, er, in the future, and mystical weeblies in some magical dimension.



Prepare to combat the dreaded "Z" shapes from beyond time. Keep your sword up or you'll end up like the lad atop the pole.





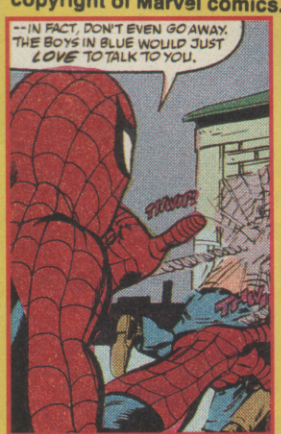
The backgrounds and characters look fabulous; the characters are big, gorgeously detailed and fairly smoothly animated. Unfortunately they do tend to merge into the monochrome backgrounds when they're not moving, as you can see from the screenshots. As for the rest of the display, you have the obligatory power meters for yourself and the baddies (all of whom must be put

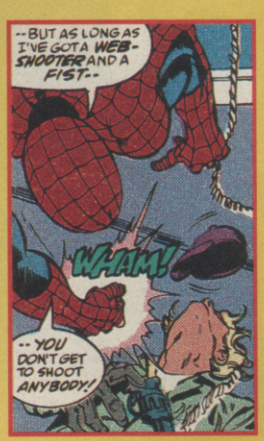
DR DOOM'S REVENGE!

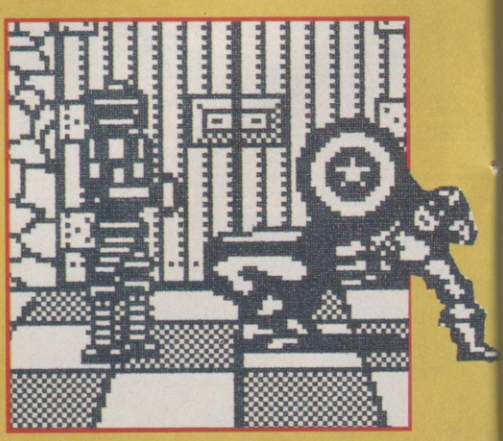
Comic fans rejoice! Spider-Man and Captain America are teamed together for the first time (on a computer at least) in this latest adaptation from the famous Marvel Comics universe, Doctor Doom's Revenge.

Doc Doom, who you secretly probably want to win anyway, has pinched a nuclear missile and is threatening to detonate it over New York. Spidey and Cap, as you are informed in the colourful accompanying booklet comic, have teamed up after a chance encounter with a gang of bankrobbers, and, since the Fantastic Four and the Avengers are having the weekend off, it's up to our two heroes to break into Doom's castle, duff up his assortment of super-goons and save the day.

Dr Doom and Spiderman are copyright of Marvel comics.



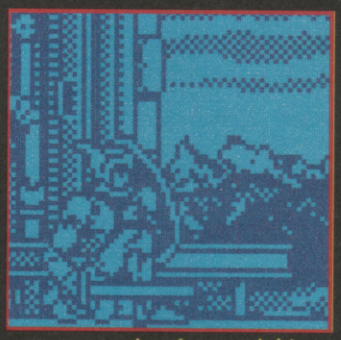




T FORCE

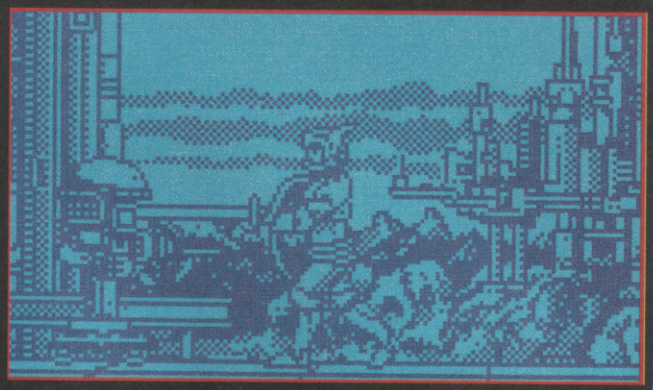
to the sword before you get to load the next level), and indicators for the number of amulet pieces collected and the time remaining.

Now, the testing point of any martial arts game is whether the fighting movements available are exciting and useful. In Knight Force, they ain't. Apart from the non-combative moves (walk, duck, jump) all you get is Downward Thrust (Left/right), Side Thrust (left/right) and Up Thrust. The side thrust is to take out flying objects such as robot springs, the up thrust skewers passing reptile-birds, and the down-thrust - well, I don't know. It didn't seem any use at all to me, but then nothing seemed to work against the killer robots in the futuristic level, so I never got past them. In any



case, one poke of your mighty weapon seems to dispatch most of the flying baddies, so it isn't so much a combat game, more a pig-sticking exercise.

I'm sure there's a good game in here somewhere... perhaps it's tucked away in a dark corner of the box. But it just won't come out to play.



SCORES

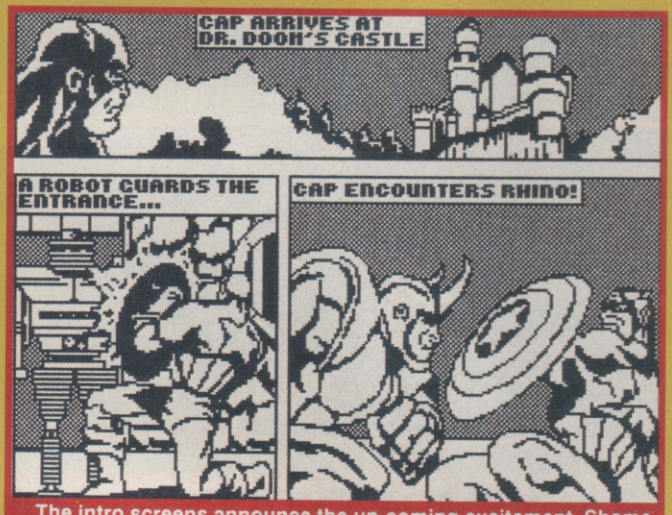
73	
69	
56	
55	

OVERALL 59%

Adventure plot, martial arts action, not much cop.

Titus. £8.95

CHRIS JENKINS



The intro screens announce the up-coming excitement. Shame the rest of the graphics aren't of this standard.

Trouble is, while this might have been an excuse for all sorts of platforms-and-puzzles malarkey a la Batman, what the game actually consists of is a series of combat scenarios interspersed with comic-style introductions - Cap meets Rhino, Spidey meets Electro, ho-hum.

This wouldn't be all bad, but the backgrounds are poorly drawn, the characters are very messy (looking as if they've ben designed with the digital equivalent of a pen with a bent nib), and the animation is something to be ashamed of. When Cap leaps over the head of a guardian robot, you can practically count the frames of animation as he jerks through the air.

That said, the combat sequences are quite challenging; you have to determine which moves work best to sap your opponent's power, and the fighting moves available change according to your distance from your enemy - shield throw, high kick, web cast and so on (Spidey, incidentally, has a limited number of webs to work with). For instance, in fighting a guardian robot, get as far away from him as possible and just keep flinging your shield - this will soon put enought dents in his tin head to p[ut him out of action (at which point Cap does a pansy little dance of triumph). The same tactic won't work with Rhino, though, 'cos he just keeps up close to you and butts you senseless, at which point you get the worst end-title screen I've ever seen in my life - a screen full of orange and yellow dots captioned "what ney York looked like after the superheroes failed." Hah!

It's good fun seeing some of your favourite baddies, such as Hobgoblin and Electro, coming to computerised life, but overall this is a very stale idea, not very well executed. "FOOOOM!", as Stan Lee would probably have said.

SCORES

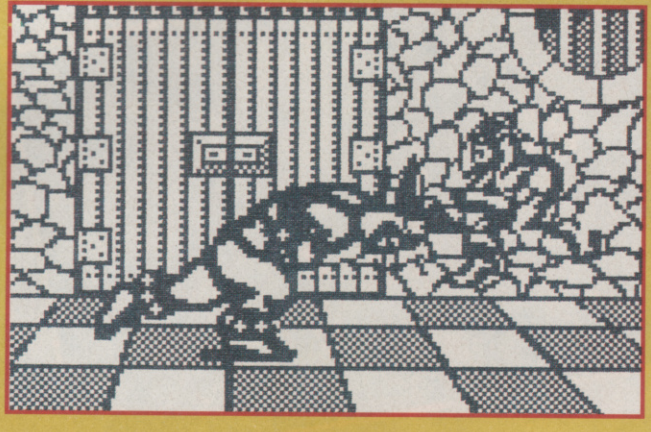
70	
71	
68	
67	

OVERALL 68%

Comic-strip style combat concoction which doesn't quite click.

Titus. £8.95

CHRIS JENKINS

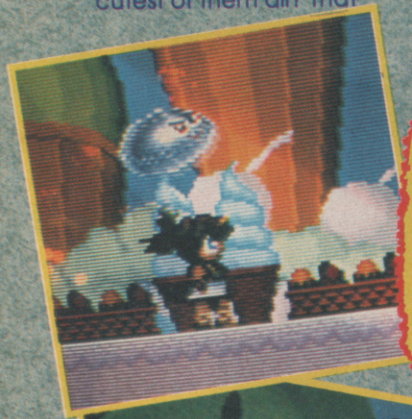


REVIEW

COIN OPS

MARVEL LAND - NAMCO

Well, there's on thing that Sega know how to do - and that's quite cutie. Wonderboy was cute, as was Super Wonderboy and Monsters' Lair, the latter to be remembered ever more for the cross eyed parrots which fired beach balls at you. But mirror, mirror on the wall, who is the cutest of them all? That particular award has to go to Marvel Land. Controlling this girlie cartoon character you jumpo and frolic around a landscape of pastel colours, jumping on top of goblins and giving nastly green coloured turties a jolly good telling off. This is the kind of game that Mary Whitehouse wants us all to play - but none the worse for that. Check it out, and don't forget to tickle it under the chin after you've finished.



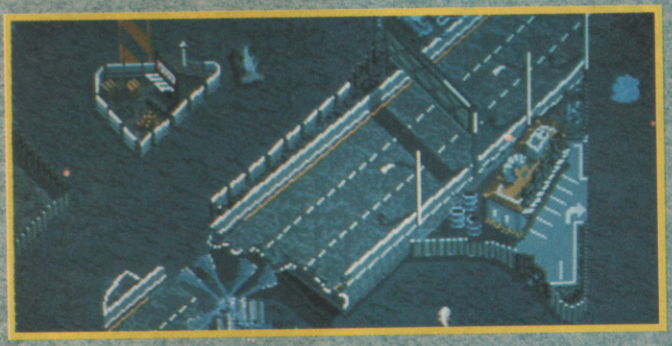
FAXBOX

Graphics 8 Sound 7
Gameplay 8 Addictiveness 7
Cutie Mario style of game which has a curious attraction. Well worth the investment of a few 10p's.
OVERALL 7

BADLANDS - ATARI GAMES

Did ya like Super Sprint? Yeah! Did ya like Champion Super Sprint? Yeah! Do you like Badlands? Errrrr, well, not that much actually. Why? Well, it's a case of, to paraphrase that old axiom, "same ship new package". At least I think that's what the old axiom is. OK. This is it, right? Badlands is a top down racing game, with you - the Player - being able to see the whole of the track. You, plus a mate is you like, grab hold of the steering wheels and press down hard on the accelerator and zoom away, just like in the other Sprint games..with one difference. This time you can zap away to your heart's content.

Normal bullets come out of yer bonnet and these will slow down the opposition and make their steering go a bit wonky. If you are really good, however, you can save up some



AIR BLASTER - NAMCO

Mmmmmm. there are some games where, the moment you start to have a play, you get a feeling of deja vu. Have I not - you think to yourself - played something frightening similar before? In the case of Air Blaster, you may well find yourself saying - yes, I think this is a bit like Thundercross. Now, this is not necessarily a bad thing. Thundercross was/is a completely wonderful game. If it asked me nicely, I would indeed have its children. But Air Blaster is neither a follow up, or a direct rip off. If anything, it feels like a prequel, with similar but slightly inferior graphics and gameplay that doesn't quite match up. It's still a good blast, with billions of sprites that

As Andrew Marvell wrote only 300 years ago - "Now is the month of Maying and merry lads are playing" - Ooeer...out with those 10 florin pieces boys and get ready for action.

spanners and get missiles that blow people up. Now - I know that this sounds exciting -but, well, when you get down it playing it, it just isn't. In this format of game, the blasting just gets in the way of

things and other than a set of new graphics, the game offers nothing new on from all the previous Atari Sprint variants.

FAXBOX
Graphics 8 Sound 7
Gameplay 7 Addictiveness 6
Rehash of Super Sprint idea, with shooting throw in for good measure.
OVERALL 7

zoom about all over the place, but if you are still unsatisfied with the experience after the 10p has gone, try and find a Thundercross and see for yourself if that's any better.

FAXBOX
Graphics 7 Sound 6 Gameplay 7 Addictivenes 6
Not crap - but there are better game around of a similar type
OVERALL 6

SUPER MASTERS GOLF - SEGA

Super Masters - just for the record - uses the same System 24 hardware as things like Crackdown and Scramble Spirits. But it's a whole lot better than both of them put together - if you like that sort of thing. It's a golf simulation - but if that sounds a bit boring, suffice to say, perhaps, that it's the best yet. The control system is easily understood and quite elegant, using some custom controls rather than trying to stick to a joystick and two fire buttons. Graphically, it can't be faulted. Before you attempt the hole - and when the ball is in the air - you get to see a perspective scrolling "side on" preview of the hole. When attempting a shot, you have a view from directly behind your player, except when you are on the green, when you have a static perspective view. OK - this is not going to get the adrenaline racing around the circulation system - but it's one hell of a golf game, and if you are at all into this sport, then it's a must.

FAXBOX
Graphics 9 Sound 8
Gameplay 9 Addictiveness 8
Best golf game in the arcades right now - what more can you say!!!
OVERALL 8

PINBALL

Ever wanted to be in the movies, huh? Well, this might be your big break - in "Lights, Camera, Action" from Gottlieb. Now Gottlieb seem to have a ha core of fans that find their tables fun to play. Us? Well - we can ta them or leave them - but LCA is far from being a bad table and some neat effects latched on t reasonable playfield.

Based on the theme of the M Business, the feature you are to come across is the reactio "Gunfight". You start this sequ the ball is trapped in a well i upper playfield. Then you h attention to the backboard a gunfight scene in a dete You are the smooth guy o there is a monster of a villi "Ready, Steady...Draw", s on that you have to press button as fast as you can and you get a random b don't. Dramatic Stuff. A table in the Universe - yo carefully to work out all either, so give it a try if y and a yearning for som

sions

DOMARK

& 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3,

d. © 1990 TENGEN INC. All Rights Reserved. ™Atari Games Corporation
d, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots

WIN A...

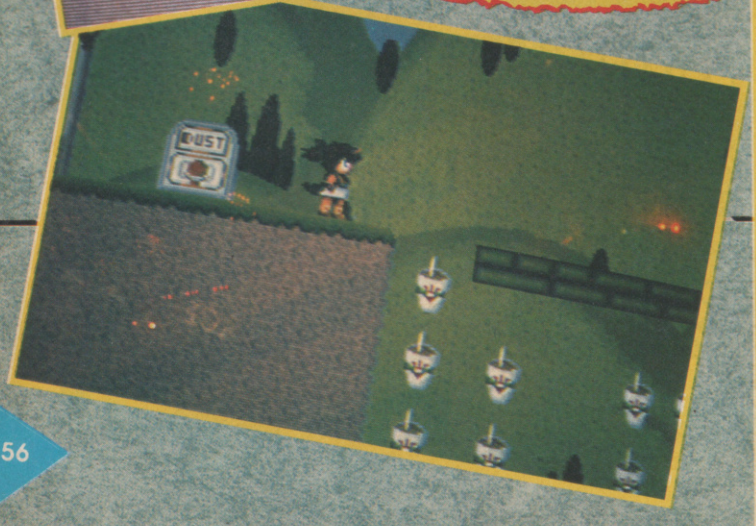
...under the chin after you've finished.

FAXBOX

Graphics 8 Sound 7
Gameplay 8 Addictiveness 7

Cutie Mario style of game which has a curious attraction. Well worth the investment of a few 10p's.

OVERALL 7



Look who's burrowed a whumping great tunnel into the Sinclair User garden and left little hills all over the place - it's hunky, chunky, funky Monty Mole. We just love him to bits in the SU office, part super-hero, part sex god (are you sure? - Jim) part draylon sofa, who could resist him? Certainly not us.

Monty Mole is now appearing in Impossamole which is the latest in the Monty Mole series of games from those lovely chaps at Gremlin. To celebrate the launch of Impossamole into the Speccy market Gremlin have given us such a ruddy brilliant compo prize, you just won't believe it. Not only have they chucked 20 Moley T-shirts over our garden fence, they've buried a brand spanking new Personal CD Player in our herbaceous border (don't worry we'll stick it under the tape to wash all the mud off before we send it to the winner).

Your rather 'tricky' task is to help Moley weedle his way around the underground maze beneath our garden and find the CD player. When you think you've got the right tunnel, fill out the competition coupon and send it to 'Moley, Moley in a big Holey', SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries in by 30th May 1990.

TENGEN
The Name in Coin-Op Conversions

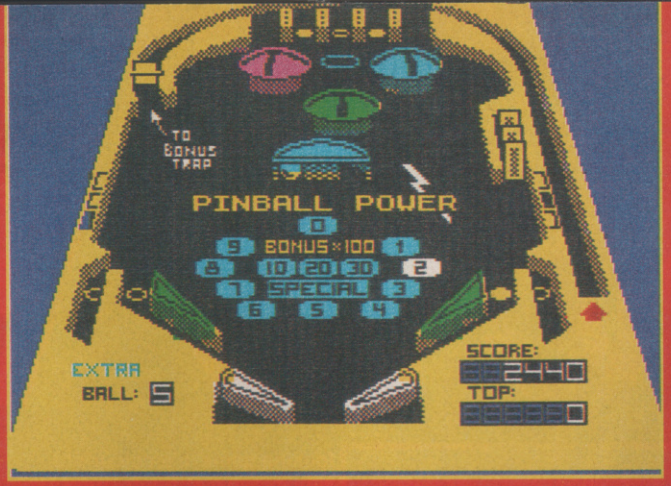
DOMARK

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: Teque Software developments Ltd. © 1990 TENGEN INC. All Rights Reserved. ™Atari Games Corporation
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots

TM
BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – BATMAN.
"Go with a smile and get this extravaganza (probably better than the film!) What a game! ... another excellent movie tie-in from Ocean." Crash
"One of the year's best C64 games! THE Film tie-in for quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." ZZap
"a faithful, supremely well executed and generally wazzy film conversion as you could ever hope to see" Your Sinclair
BATMAN
SPECTRUM, COMMODORE, AMSTRAD: £9.99 AMIGA: £24.99 ATARI ST: £19.99
TM & © 1989 DC Comics Inc.

THE LONGEST RUNNING NO 1
ROBOCOP TM
THE HOTTEST COIN-OP
NOW FOR YOUR HOME MICRO
GAME OF THE MONTH C+VG
"This is definitely the best film tie-in to date, and is an utterly superb game in its own right – don't miss it."
PART MAN... PART MACHINE
ALL COP... ROBOCOP
ocean
SPECTRUM £9.95
COMMODORE £9.95 AMSTRAD
AMIGA £24.99
ATARI ST £19.99
TM & © ORION PICTURES CORP.
ALL RIGHTS RESERVED.

3D PINBALL



Who's idea was this? Talk about setting yourself difficult targets. 3D graphics are pretty tough to program, and the inertia effect of gravity on rolling balls is such a complicated mathematic formula it's almost impossible to get right. Since no-one (to my knowledge) has actually perfected either, it seems a bit ambitious to try and incorporate both in one program.

Nevertheless, 3D Pinball comes about as close as any I've seen.

The aim, of course, is to simply keep your ball on the table as long as possible, collecting the available bonuses.

Since there's only one table (unlike some other pinball outings) and bearing in mind that there isn't even a second playfield, the onus is very much put upon the playability to bail out 3D Pinball on the interest front.

Unfortunately, while the ball travels quite convincingly in the lower (nearest) area of the table, it behaves most strangely up the other end. It's as if there are magnets at the top end of the table and the ball continually slows down and speeds up as it's pulled this way and that. Don't get me wrong. We're not talking impossible irrationality here, but it doesn't feel right.

There are nine bonus tricks to perform, ranging from simple bumpers through tricky tombstone knockdowns to ultra-impossible round-the-hairpin shots.

The action's fast and you can perform all the experts' pinball tactics, like trapping the ball in the crook of your flipper, letting it roll gradually towards the end and - at the right point - whacking it, thus attaining more accuracy.

Until you've mastered such tricks, you can forget any ideas about intentionally collecting any bonuses, since the perspective on the ball at the nearest point on the table makes it hard to time your flips.

Each time you operate a flipper, the bonus indicator wheel (centre, front) clicks round to the next position. This is the time to get your ball into the bonus trap, where your rewards fluctuate from paltry to extremely generous.

The biggest problem with 3D Pinball is that, despite quite an impressive number of bonus features, the single table won't hold your interest for too long.

Timescanner, from Activision definitely offers a better variety of levels, is uncomplicated by the 3D novelty and has a better ball logarithm, but, for the price, 3D Pinball comes out on top.

SCORES

	70
	60
	75
	60
OVERALL	68%

Good cheapy pinball action. There are better, but not for the price.

Label: Mastertronic
Price: £2.99

JIM DOUGLAS

PSYCHO HOPP

And you thought you'd seen it all, eh? Armed with a huge space hopper filled with deadly gas and a blunderbus, you must bounce around the World of Dreams collecting flashing gems. Sounds simple? And it IS! Well, it would be if the World of Dreams hadn't been built out of steps.

The main challenge of Psycho hopper is simply working your way around the infuriatingly constructed world. Since it takes about four consecutive bounces to reach maximim hop height, and you can't bounce on the spot, you spend most of your allotted time trying to get over relatively simple obstacles. It only takes a couple of steps and a low ceiling to completely halt your progress.

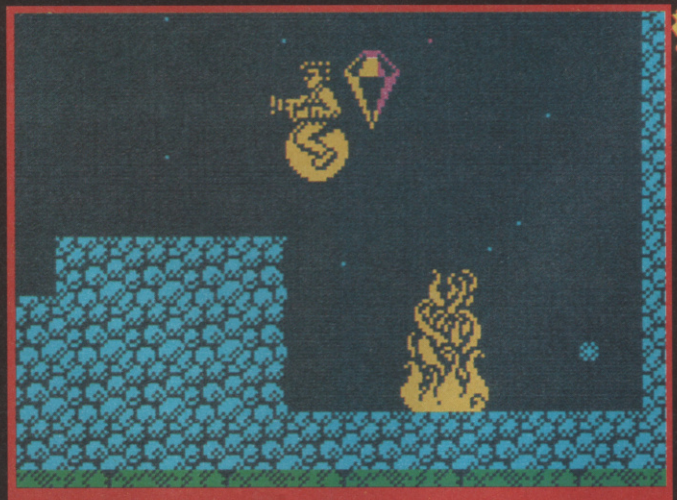
These problems are compounded by the swarms of other creatures who home in on you and don't have any problems getting through the toughest of obstacles.

Thankfully, you are endowed with an unlimited supply of bullets and you can turn and fire in mid air.

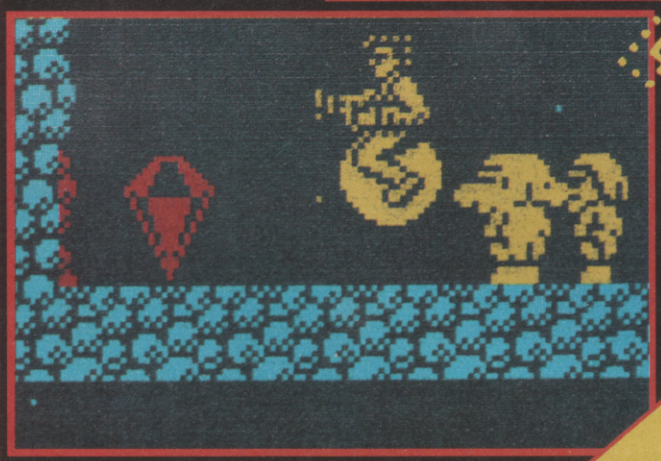
Psycho Hopper isn't a bad looking game. It's colourful, with minimal attribute problems and a good turn of speed, even through cluttered screens.

Each stage has its own selection of weird (dreamlike, even) enemies. By far the most deadly are the swarms of bats which flap about and drift doggedly toward you. If you find yourself surrounded by incoming squeakers, you've got to carefully prioritise between bouncing on the spot, clearing the way ahead (thus running the risk of running out of time) or try to press ahead, gaining time but incurring horrific hit points.

The further you manage to fight your way into the game, the more inaccessable the gems become Even after constant play, I could only achieve a workmanlike stand-



Ark! Missed again. Leaping out into mid air to catch the gem is usually fine, but in this case the flames are there to catch you.



PER

SCORES

OVERALL 69%

ard of control, bouncing around largely out of control, stuck in awkward angles of steps, having my energy drained by horrible dwarves tumbling through the roof.

You'll need more patience than me to get the most from Psycho Hopper.

Skimming over the Sahara, the skies filled with enemy aircraft and splintering action.

FIGHTING F16 FALCON

Push forward on the joystick and watch your aircraft scream up the screen into oncoming missiles

I do love a game with completely illogical controls. Look, I know that Falcon Patrol doesn't bill itself as a realistic simulation. I realise that it's supposed to be a knockabout bit of blasting fun, but I don't think it's especially unreasonable to expect the controls to be the right way round.

When you fly a plane, pulling back on the joystick pulls the nose up (you go up). Pushing forward on the joystick tips the nose forward (you go down). And the same is true of a thousands of coin-ops and conversions the world over. Alas, F16 doesn't follow such dreary conventions. Your plane behaves as if it was an airborne cursor. Pulling back on the joystick to climb sends you earthward, while pushing forward to dip your nose out of trouble causes you to climb into oncoming bullets.

You can't even remedy the situation yourself since there's no option to redefine the keys.

Although billed heavily as being compatible with the Magnum Lightphaser, the extent of Lightgun control is minimal. You shoot your plane and the computer picks a safe direction and automatically moves you that way.

So apart from the fact that it's completely unplayable, what's it like? Crap, I'm afraid.

Remember Afterburner? Well, take out all the good bits and F16 is what you've got. Each of the four (count 'em!) stages takes place in a distinct global environment. There's the blistering heat of the Sahara desert, the close humidity of the tropics, the icy wastes of the Arctic and finally the, er, damp wetness of the Ocean.

Unfortunately, it doesn't really matter where you're fighting, letting go of the joystick and firing occasionally.

If you're bonkers about flying then maybe you could just about justify the three quid. Other than that. You'd just have to be bonkers.

Just have to be bonkers. Ing, since the baddies you face (enemy jets and choppers) are common to all levels.

Did I mention that it was extremely easy? Oh. It's appallingly easy. You can get through the levels simply by

SCORES

OVERALL 40%

55	
60	
35	
30	

Reasonable pix, but really not much gameplay to speak of.

Label: Mastertronic Price: £2.99

JIM DOUGLAS

CHECK OUT

SF BOOKS COMPO RESULT

We had loads of entries for March's SF Books compo, and the ten lucky winners will receive their prizes direct from publishers Paper Tiger, (who we dopily called Dragon's Dream in the compo).

Simon Davies, Pembrey; Alan Clark, Fleetwood; J Cawley, St Annes; S Tinney, Alperton; Paul Fulford, Reading; John Ireland, Purley; Gavin Cavendish, Leicester; Kevin Jones, Leeds; Leigh Loveday, Port Talbot; Jay Mann, Borehamwood.

TekWar

Old corsets himself, William "Captain Kirk" Shatner, has launched his first sci-fi novel, TekWar. It's a racy, pacy, spacey tale of a futuristic detective doing battle with drug dealers, corrupt cops and millionaires in 22nd Century LA. It's a large-format paperback and costs a stonking £6.99 from Bantam Books.

Fortress of the Pearl

Michael Moorcock's first Elric novel for ten years sees the white-faced swordsman seeking the powerful Pearl at the Heart of the World. Moorcock's gone a bit significant these days, so you can bet this will be more than an ordinary sword-and-sorcery adventure; but all the usual ghoulies are there, along with characters with names like Chamog Borm and a face like a squished tomato. An even more stonking £7.99 from Grafton Books.

DOC SAVAGE OMNIBUS 11

If you haven't caught up with the adventures of the greatest pulp magazine hero of the 30's and 40's, now is the time. Doc Savage, raised from birth to right wrongs and fight evil-doers, travels the world with his five amazing companions and has a jolly good time. The original pulp novels are now being reprinted five to a volume, and Omnibus 11 features Se-Pah-Poo, Colors for Murder, Three Times a Corpse, Death is a Round Black Spot and The Devil is Jones. £3.95 from Bantam Books.

Black Adder

At last! The first and best series of The Black Adder on video! You remember - this was the best sitcom ever set in 1380, where rubber-faced Rowan Atkinson plays snivelling Edmund Blackadder, known to historians as the scummiest toe-rag in the great laundry basket of British history. And it was much funnier than the later series, because Ben Elton didn't write it, hooray! There are two tapes so far, each with three episodes including classics like The Queen of Spain's Beard and The Witchsmeller Pursuivant. All your faves appear including Tony Robinson as the malodorous Baldric, Tim McInnerney as gormless Percy and Rik Mayall as mad Gerald! £9.99 each from all good vid shops.

LOOK OUT - IT'S THE MEGAFORCE!

Forget Action Man, this lot would have him for dinner and spit out the pips. MegaForce is a new series of toys from Kenner, including a huge range of futuristic attack helicopters, VTOL aircraft, missile carriers, tanks and command vehicles, all with moving parts and authentic military markings. There are two sides in the MegaForce conflict, Triax and V-Rocs, and it's impossible to say which has the more frightening fighting vehicles. Prices range from £3.99 to £14.95 and they're in the shops NOW!

BAT-HYPE CONTINUES!

You've seen the film, bought the T-Shirt and wrapped the dishcloth around the cat, now you can play the cardgame (ordinary playing cards with pics of Battie, Joker and the gang on the picture cards, £3.99) and zoom around the floor with a teeny little Batmobile, Batwing and Joker Van from ERTL (£3.95 to you guv). But the great news is that Batman, the motion picture that gave a whole new meaning to the phrase "That was a bit disappointing" is coming out on video on April 6th! The bad news is that it costs £60, so it's rental only, boys and girl.

YUPPIE PHONE HOME

Next time you see some horrid yuppie taking out his portable phone to call his stockbroker, whip out your Piano Phone and say "Aha! But does yours do THIS?!" then play "Mary Had a Little Lamb" on the keyboard. Then taunt him further by telling him that yours comes in a range of eye-catching colours, only costs £1 from tat shops everywhere, and it's probably more reliable than his too. (PS it doesn't actually make phonecalls though, kids.)

DATEL ELECTRONICS

SPECIAL VALUE PACK

RAM TURBO + QuickShot II VALUE PACK

WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Throughport allows for other add-ons.
- Builtin reset switch & power protector.
- Allows simultaneous two player option for dual games (inc. free Supersprint).
- Works with any standard 9 pin joystick including auto fire types.
- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- Four suction cups on the base facilitate one hand operation.

ONLY £22.99 COMPLETE

(WHILE STOCKS LAST)

RAM TURBO INTERFACE AVAILABLE SEPARATELY **ONLY £14.99**

OCP MICRO MANAGERS

ADDRESS MANAGER

- Store up to 350 names, addresses & phone numbers.
- Find just what you want easily - multi-indexing.
- Label printing routine - full screen editing.

FINANCE MANAGER

- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

STOCK MANAGER

- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY

£14.99 (All Microdrive compatible)

OCP TOOLKITS

MASTER TOOLKIT

- Add a whole range of powerful new commands to the existing Spectrum Basic.
- Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- A real must for the programming beginner.

EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full 280 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
- Sits in memory alongside the editor assembler program.

ALL THREE ONLY

£14.99 (All Microdrive compatible)

JOYSTICK INTERFACE

- Full Kempston compatibility.
- Works with most any program.
- Superbly styled case - fits snugly into your Spectrum.
- Accepts any 9 pin type joystick, including rapid fire models.

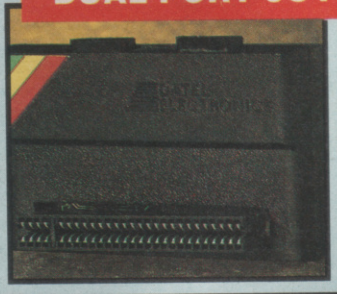
ONLY £6.99

SPECIAL OFFER!

COMPLETE WITH QUICKSHOT II

ONLY £15.99

DUAL PORT JOYSTICK INTERFACE



- Full compatibility with Kempston & cursor.
- Two sockets to accept any 9 pin joysticks.
- Supports rapid fire models.
- Allows two player simultaneous control.

ONLY £8.99

SPECIAL OFFER!

COMPLETE WITH QUICKSHOT II

ONLY £15.99

CABLES ETC.

+3 CASSETTE ADAPTOR

- Allows you to connect a cassette recorder to your +3.

ONLY £3.49

REPLACEMENT TV LEAD

ONLY £3.49

+3 PRINTER PORT LEAD

- Conect a Centronics printer to your +3 or +2A.

ONLY £9.99

+2 JOYSTICK ADAPTOR

- Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

ONLY £2.99

56 WAY EXTENSION

- Allows you to distance peripherals from your computer. 6" long.

ONLY £8.99

TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99

RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

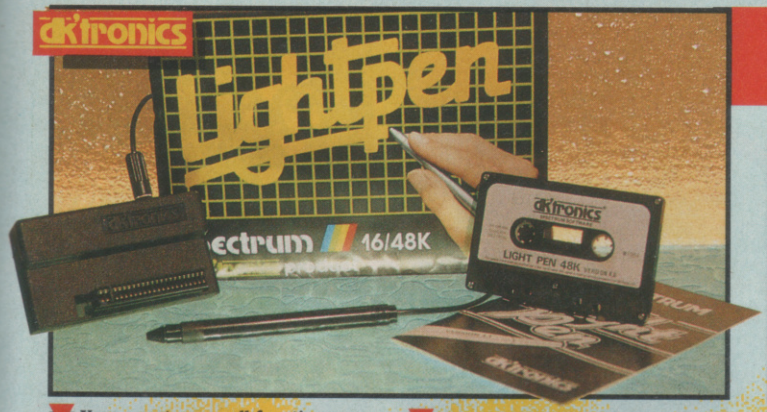
PLUS A SUPERB WORD PROCESSOR...

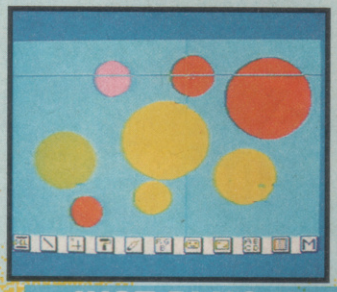
- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

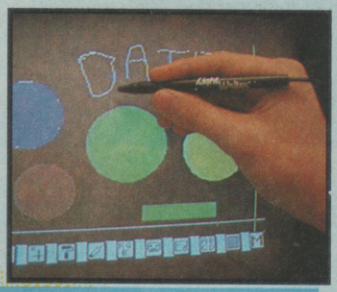
ONLY £34.99 NO MORE TO BUY!!

DATEL ELECTRONICS

LIGHTWRITER™







- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE
ONLY £15.99

dk'tronics SPEECH SYNTHESISER

- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

ONLY £19.99

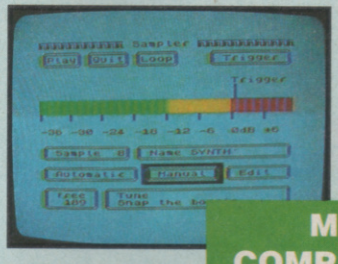
PARALLEL/CENTRONICS PRINTER INTERFACE

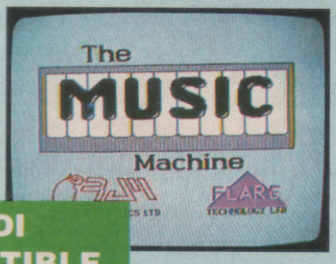
- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

ONLY £19.99

THE ULTIMATE MIDI PACKAGE...

RAM music machine





MIDI COMPATIBLE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

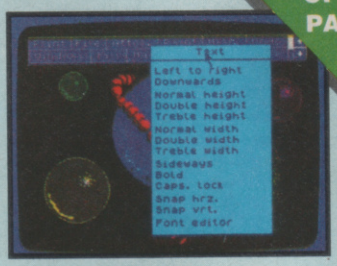
ONLY £49.99

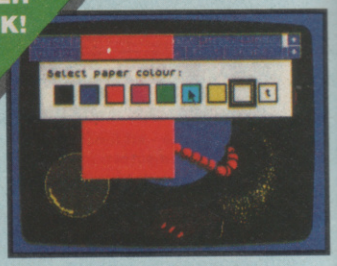
FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...

SPECIAL OFFER PACK!





Genius Mouse

COMPLETE WITH

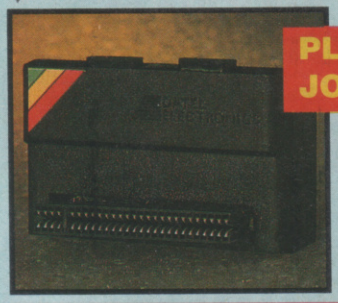
OCP ART STUDIO™

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.

ONLY £49.99

TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ART STUDIO, MOUSE MAT AND HOLDER



PLUS BUILT-IN JOYSTICK INTERFACE

- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
- Works on IN31 (Kempston) system.

FREE!

MOUSE MAT AND MOUSE HOLDER

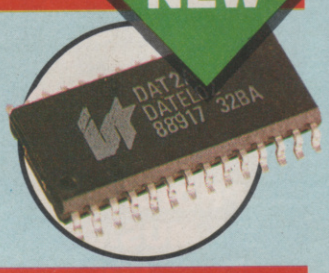
(WORTH £12.99) WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

WITH CUSTOM MOUSE IC

NEW

- The Genius Mouse/Joystick Interafce features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.
- By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.
- No other system can offer this power at this incredible price!!



WHAT THE MAGAZINES HAD TO SAY...

SINCLAIR USER "CLASSIC"

C.T.W. "PICK OF THE WEEK"

C.C.I. "BEST GRAPHIC PRODUCT OF THE YEAR"

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

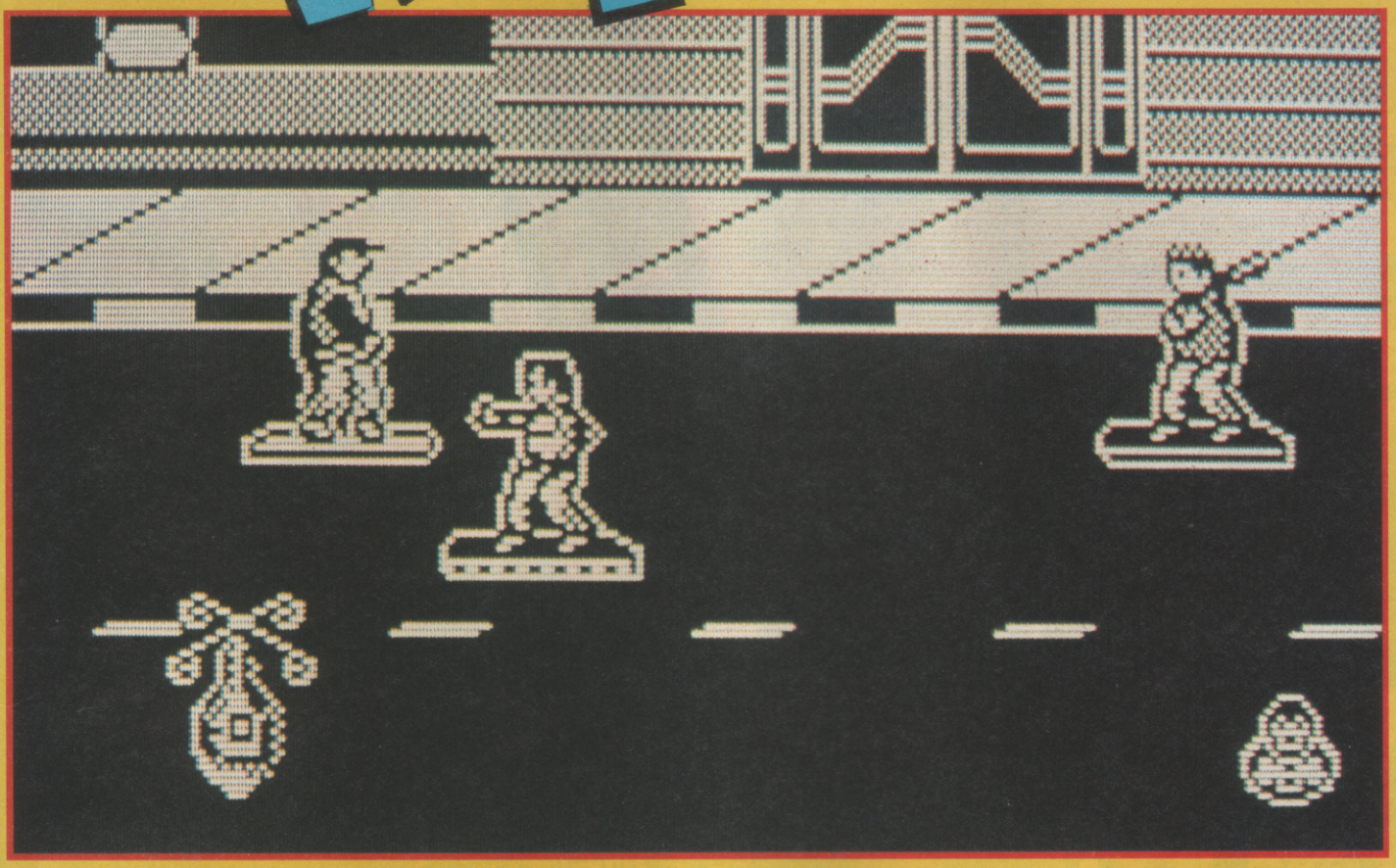
CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

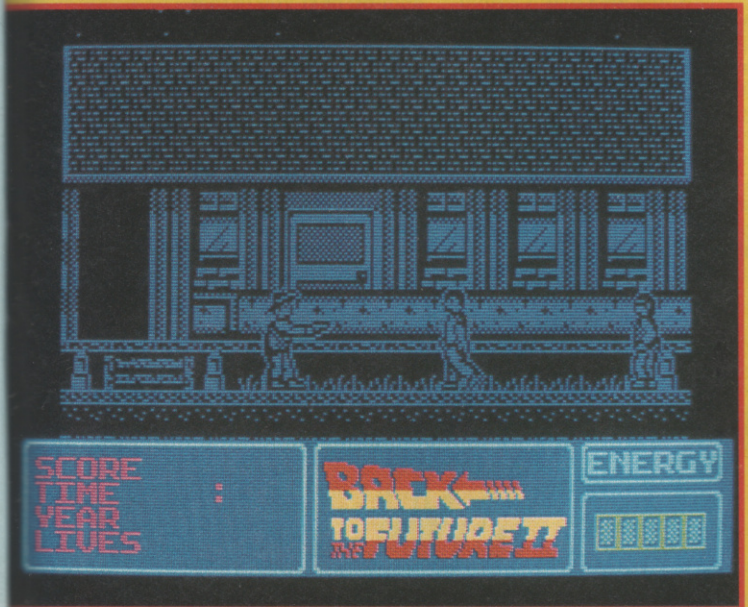
DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

PREVIEWS



BACK TO THE FUTURE II



Phew! Time travel, eh? A right loopy business. In case you didn't manage to get to the movies to see the film, I'll try and outline the (thoroughly barmy) plot for you.

Marty and the Doc are in 2015, thanks to their powder-powered Delorean sportster. Marty discovers an almanac of 20th Century sporting results and desides that if he takes it back in time, he'll be able to place lots of sure-fire bets and accumulate a big pot of wonga.

Even after the Doc persuading Marty against such a brilliant and profitable idea, time itself stands a good chance of being thoroughly screwed-up by Biff who has stolen the book with the same idea.

And so, as Mr Mc Fly, your main aim, in the Image Works game of the sequel of the film, is to put a stop to Biff's evil time-twisting antics.

The game looks like being an absolute blinder, and should be out in June.

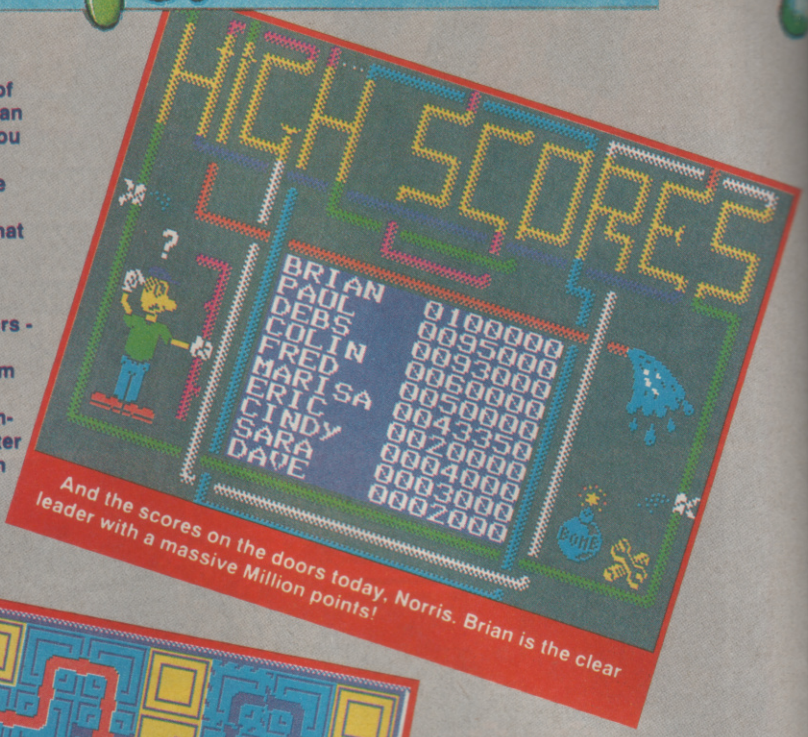
Streetdate: June Price: £ 8.95

Pipe Mania!!

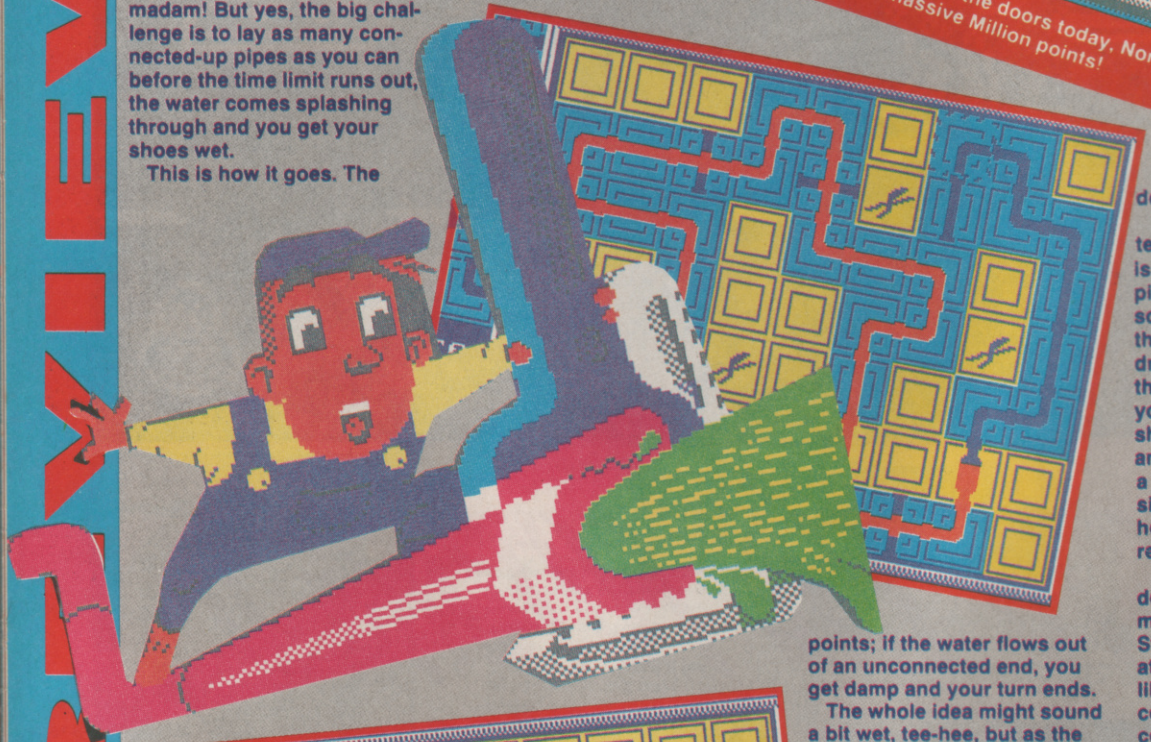
This is one of THOSE games. You know - the ones that look awful, like 1979 vintage ZX81 efforts, but as soon as you start playing them, you turn into a dribbling, play-obsessed zombie. One of those games which should have a warning about rocketing electricity bills printed on the cover. One of those games which, in short, are madly addictive, despite not being based on an Arnold Schwarzenegger film.

So what's it all about then, you ask suspiciously, not expecting the answer "laying pipes". Actually it's about laying pipes. No, never madam! But yes, the big challenge is to lay as many connected-up pipes as you can before the time limit runs out, the water comes splashing through and you get your shoes wet.

This is how it goes. The screen is laid out as a grid of squares, and each square can contain a section of pipe. You control a cursor, and must move it to whichever square you want before laying the next section. The catch is that there are many different shapes of pipe available - straights, left-hand bends, right-hand bends, crossovers - and you have to take what you're given from the bottom of the column on the left. If you manage to lay out a sensible pipeline, when the water starts flowing from the main tank you carry on scoring points; if the water flows out of an unconnected end, you get damp and your turn ends.



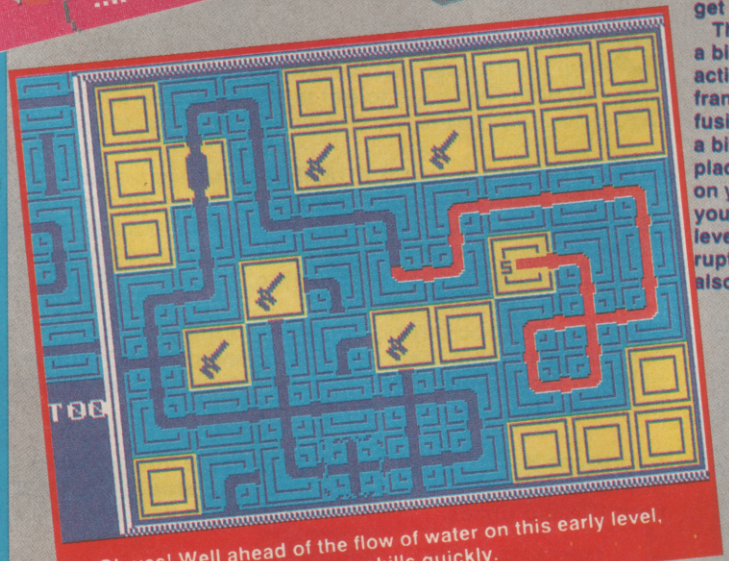
And the scores on the doors today, Norris. Brian is the clear leader with a massive Million points!



The whole idea might sound a bit wet, tee-hee, but as the action gets faster and more frantic you'll find yourself refusing to switch off. If you put a bit of pipe in the wrong place you can "bomb" it out on your next go, but this loses you time and points. On later levels your pipeline is interrupted by wrenches, but you also get reservoirs which will delay the flow of the water.

There's also a bonus level interrupting the main game; this is a bit like Tetris, as bits of pipe fall from the top of the screen, and you have to move them left or right before they drop into place. You can't though, turn them around, as you can with the differently-shaped blocks in tetris, so if anything this is even more of a challenge. A counter at the side of the screen shows you how many pieces of pipe are remaining.

Animation, such as it is, is decent, screen colours are minimal and sound is too. Still, the fab news is that this attention-catching game is likely to be appearing on a coin-op near you in due course; nice to see the games industry creating ideas rather than pinching them from the coin-ops. So get your wrench out of your trouser pocket and get pipe-laying as soon as poss.



Oh yes! Well ahead of the flow of water on this early level, you've got to maximise your skills quickly.

SCORES

45
60
89
91

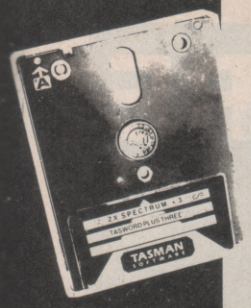
OVERALL 88%

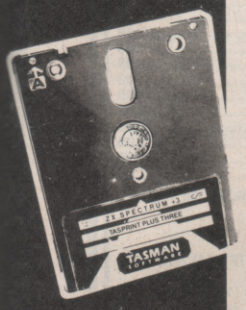
Amazingly addictive pipe laying fun. Not much to look at, but great to play.

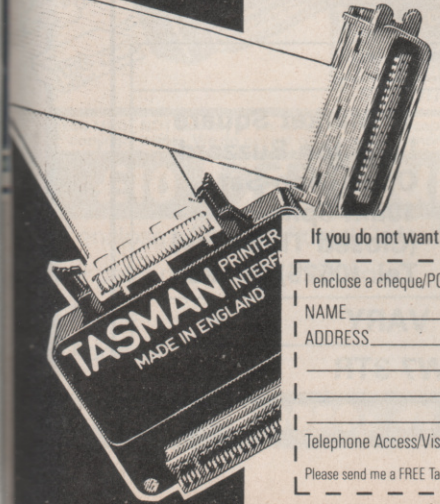
CHRIS JENKINS

SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.







	ZX SPECTRUM 128 AND ZX SPECTRUM+2	ZX SPECTRUM+3
TASWORD — The Word Processor. Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout. TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.	TASWORD PLUS TWO Cassette £19.95	TASWORD PLUS THREE Disc £24.95 TAS-SPELL PLUS THREE The spelling checker for Tasword Plus Three Disc £24.95
TASCALC — The Spreadsheet. At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.	TASCALC Cassette £19.95	TASCALC PLUS THREE Disc £24.95
TASPRINT — The Style Writer. Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output. TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.	TASPRINT 5 Fonts Cassette £9.90	TASPRINT PLUS THREE 25 Fonts Disc £24.95
TAS-SIGN — The Sign Maker. Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer. Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.	TAS-SIGN Cassette £19.95	TAS-SIGN Disc £24.95
MASTERFILE PLUS THREE — The Database. Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.	NOT AVAILABLE	MASTERFILE PLUS THREE Disc £24.95
TAS-DIARY PLUS THREE — The Electronic Diary. Keep an electronic day to day diary on disc with TAS-DIARY PLUS THREE. TAS-DIARY PLUS THREE features a clock, calendar and a separate screen display for every day of the year. Each year stored on disc includes a memo pad and several note pages. TAS-DIARY PLUS THREE is an invaluable aid to keeping records, reminders and any other data which is related to that most valuable commodity of ours — time!	NOT AVAILABLE	TAS-DIARY PLUS THREE Disc £19.95
TASMAN PARALLEL PRINTER INTERFACE — A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.	£39.95	Parallel printer cable £9.95 RS232 cable £14.50

All prices include VAT and post and packing

Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House · Hyde Terrace · Leeds LS2 9LN · Telephone · Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____ Expires _____

NAME _____ ITEM _____ PRICE

ADDRESS _____ £ _____

_____ £ _____

_____ £ _____

_____ Outside Europe add £2.00 per item airmail. £ _____

Telephone Access/Visa orders: Leeds (0532) 438301 ACCESS VISA TOTAL £ _____

Please send me a FREE Tasman brochure describing your products for ZX Spectrum+3 ☐ ZX Spectrum 48K/128K/+2 ☐ IBM/Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ Commodore 64 ☐ Dept. SU

BARGAIN SOFTWARE

GUARANTEED NEXT DAY DELIVERY

RING NOW
01-566 2325 10am-6pm 6 Days
01-741 1222 10am-8pm 7 Days
01-995 3652 9am-10pm 7 Days

MAIL ORDER PRICES ONLY

CHART TOPPERS

A.P.B.	7.25
AFTER THE WAR	7.25
ALTERED BEAST	7.25
BATMAN THE MOVIE	6.99
BEACH VOLLEY	6.99
BLACK TIGER	7.25
BLOODWYCH	7.25
BOMBER	11.99
CABAL	6.99
CASTLE MASTER	7.25
CONTINENTAL CIRCUS	7.25
CRACKDOWN	7.25
CYBERBALL	7.25
DAN DARE III	7.25
DARIUS	7.25
DEFENDERS OF THE EARTH	7.25
DELIVERANCE-STORMLORD 11	7.25
DOUBLE DRAGON II	7.25
DR. DOOM'S REVENGE	7.25
DRAGON NINJA	6.99
DYNAMITE DUX	7.25
E-MOTION	7.25
EMLYN HUGHES INTERNATIONAL SOCCER	7.25
F-19 STEALTH FIGHTER	7.25
F/BALL MAN. II + FREE EXPANSION KIT	7.25
FIENDISH FREDDY	7.25
GALACTICA	7.25
GAZZA'S SUPER SOCCER	7.25
GHOSTBUSTERS II	7.25
GHOULS 'N' GHOSTS	7.25
HAMMERFIST	7.25
HARD DRIVIN'	7.25
IMPOSSAMOLE	7.25
INDIANA JONES – THE LAST CRUSADE	7.25
KENNY DALGLISH SOCCER	7.25
KICK OFF	7.25
KLAX	7.25
LASER SQUAD	7.25
LORDS OF CHAOS	7.25
MAZE MANIA	7.25
MICROPROSE SOCCER	7.25
NEW ZEALAND STORY	6.99
NINJA SPIRIT	7.25
NINJA WARRIORS	7.25
OPERATION THUNDERBOLT	6.99
OPERATION WOLF	6.99
P-47 THUNDERBOLT	7.25
POWER DRIFT	7.25
PRO TENNIS TOUR	7.25
PROJECT STEALTH FIGHTER	9.99
QUARTERBACK	7.25
RAINBOW ISLAND	7.25
RED HEAT	6.99
RISK	7.25
ROBOCOP	6.99
RUN THE GAUNTLET	6.99
SCRAMBLE SPIRITS	7.25
SHINOBI	7.25
SPACE HARRIER II	7.25
STRIDER	7.25
STUNT CAR RACER	9.99
SUPER WONDERBOY	7.25
TANK ATTACK	7.25
THE CHAMP	7.25
THE CYCLES	7.25
TIN TIN ON THE MOON	6.99
TURBO OUTRUN	7.25
TUSKAR	7.25
UNTOUCHABLES	6.99
WILD STREETS	7.25
WORLD CHAMPIONSHIP BOXING MANAGER	7.25
WORLD CUP SOCCER '90	7.25
X-OUT	7.25
ZOMBI	7.25

SPECTRUM COMPILATIONS

CHARTBUSTERS
Ghostbusters + F.A. Cup Football + Agent X + Kane + L.A. Swat + Ninja Master + Rasputin + Ollie & Lisa +Ricochet + Zolyx + Dan Dare + Tau Ceti + Way Of Exploding Fists + Formula 1 Simulator + Brian Jacks Superstar + I-Ball + Park Patrol + Thrust + War Car + Harvey Headbanger
ALL 20 GAMES ONLY £6.99

CASSETTE 50
Muncher + Ski Jump + Basket Ball + Frogger + Breakout + Crusher + Star Trek + Martian + Boggles + Alien Attack + Lunar Lander + Maze Eater + Microtrap + Motorway + Labyrinth + Skittles + Race Track + Ski Run + Tanks + Solar Ship + Ten Pins + Cars + Stomper + Pin Ball + Cavern + Laser + Aliens + Cargo + The Race + The Skull + Orbit + Bowls + Raiders + Field + Draggold + Space Search + Inferno + Nin + Voyager + Sketch Pad + Blitz + Fishing Mission + Cool Diamond + Galaxy Defence + Cyphir + Jet Mobile + Barrel Jump + Attacker + Space Jump
ALL 50 GAMES ONLY £6.99

GAME SET AND MATCH
Featuring: Basketball + Soccer + Vaulting + Swimming + Shooting + Archery + Triple Jump + Weightlifting + Ping Pong + Pistol Shooting + Cycling + Springboard Diving + Giant Slalom + Rowing + Penalties + Ski Jump + Tug Of War + Tennis + Baseball + Boxing + Squash + Snooker/Pool
ALL GAMES ONLY £10.99

GAME SET AND MATCH II
Matchday II + Ian Botham's Test Match + Basket Master + Super Hang On + Track 'n Field + Superbowl + Winter Olympiad + Steve David Snooker + Nick Faldo's Open
ALL 10 GAMES ONLY £10.99

100% DYNAMITE
Afterburner + Last Ninja II + Wec Le Mans + Double Dragon
ALL 4 GAMES ONLY £10.99

MEGA MIX
Operation Wolf + Barbarian II + Dragon Ninja + Real Ghostbusters
ALL 4 GAMES ONLY £10.99

THE BIZ
R-Type + Operation Wolf + Double Dragon + Batman The Caped Crusader
ALL 4 GAMES ONLY £10.99

THE IN CROWD
Karnov + Gryzor + Barbarian + Crazy Cars + Predator + Combat School + Platoon + Target Renegade
ALL GAMES FOR ONLY £10.99

SPECIAL ACTION
Driller + Captain Blood + S.D.I. + The Vindicator + Daley Thompson's Olympic Challenge
ALL 5 GAMES ONLY £10.99

TAITO COIN OPS
Rastan + Flying Shark + Arkanoid + Slapfight + Bubble Bobble + Renegade + Legend Of Kage + Arkanoid II
ALL 8 GAMES ONLY £10.99

MEGA HITS
3D Starstrike + Blue Thunder + Son Of Blagger + Auto Mania + Bugaboo + Psytron + Wheelie + Blade Alley + Fall Guy + Penetrator
ALL 10 GAMES ONLY £4.99

GO CRAZY
Desolators + Side Arms + Thunder Sceptre + Mission Elevator + Fast 'n' Furious + Shackled
ALL 6 GAMES ONLY £5.99

KARATE ACE
The Way Of The Tiger + Samuri Trilogy + Bruce Lee + The Way Of Exploding Fist + Avenger + Uchi Mata
ALL 6 GAMES ONLY £9.99

FLIGHT ACE
A.T.F. + Heathrow Air Traffic Control + Strike Force Harrier + Tomahawk + Ace + Spitfire 40
ALL 6 GAMES ONLY £9.99

HOME ENTERTAINMENT CENTRE
Backgammon + Pinball + Bridge + Pool + Chess + Video Card Arcade + Dominoes + Wordsearch
ALL 8 GAMES ONLY £9.99

STAR WARS TRILOGY
Star Wars + Return Of The Jedi + Empire Strikes Back
ALL 3 GAMES ONLY £9.99

10 COMPUTER HITS VOL. 5
Dark Sceptre + Tarzan + Traz + Mega Apocalypse + Magnetron + Mystery Of The Nile + Ninja Hampster + Catch 22 + Frightmare + Druid II
ALL 10 GAMES ONLY £4.99

SUPREME CHALLENGE
Sentinel + Starglider + Elite + Ace II + Tetris
ALL 5 GAMES ONLY £5.99

SOCCER SPECTACULAR
World Champions + Peter Shilton's Handball Maradonna + Football Manager + Soccer Supremo + Peter Beardsley Int. Soccer
ALL 6 GAMES ONLY £5.99

TOLKIEN TRILOGY
The Hobbit + Lord Of The Rings + Shadows Of Mordor
ALL 3 GAMES ONLY £8.99

SPECIAL OFFERS

SPEC ACE 2088	1.99
SPEC ANDY CAPP	1.99
SPEC ARKANOID	3.99
SPEC ARKANOID II	2.99
SPEC BARBARIAN II	1.99
SPEC BIGGLES	1.99
SPEC BOB'S FULL HOUSE	3.99
SPEC COMBAT SCHOOL	3.99
SPEC D.N.A. WARRIOR	1.99
SPEC DRILLER	2.99
SPEC FOXX FIGHTS BACK	1.99
SPEC GAME OVER II AND GAME OVER	2.99
SPEC I.K.+	3.99
SPEC IMPLOSION	1.99
SPEC MIAMI VICE	3.99
SPEC MINI OFFICE	2.99
SPEC PLATOON	2.99
SPEC ROY OF THE ROVERS	2.99
SPEC SILENT SERVICE	6.50
SPEC SKATE CRAZY	2.99
SPEC SPITTING IMAGES	2.99
SPEC SPORTING TRIANGLES	4.99
SPEC STIF LIP & CO	1.99
SPEC SUPER HANG ON	3.99
SPEC THUNDERBLADE	2.99
SPEC TRAIN	1.99
SPEC WHERE TIME STOOD STILL	2.99

SPECZ ANY 3 OF THE FOLLOWING FOR ONLY £2.99
SPECZ CAPTAIN BLOOD
SPECZ CAULDRON
SPECZ CAULDRON II
SPECZ DALEY THOMPSON'S SUPERTEST (128K only)
SPECZ HARDBALL
SPECZ IAN BOTHAM'S TEST MATCH (128K only)
SPECZ NEVER ENDING STORY (128K only)
SPECZ ONE FOR THE ROAD (128K only)
SPECZ PITFALL II
SPECZ TOY BIZARRE
SPECZ ZENJI
SPECZ ZONE TROOPER

JOYSTICKS

CHEETAH 125	7.99
CHEETAH STAR PROBE	14.99
KONIX NAVIGATOR	14.99
KONIX SPEEDKING	10.99
PRO 5000 CLEAR	13.99
PRO 5000 EXTRA	14.99
PRO 5000 STANDARD	12.99
QUICKSHOT JETFIGHTER	14.99
QUICKSHOT JUNIOR	7.99
QUICKJOY STICK	7.99

SPECIAL OFFER

HISTORY IN THE MAKING

Leaderboard + Express Raider + Impossible Mission + Super Cycle + Beach Head II + Kung Fu Master + Road Runner + World Games + Bruce Lee + Raid + Gauntlet + Infiltrater + Spy Hunter + Goonies + Beach Head

ALL 15 GAMES ONLY £9.99

PERSONAL CALLERS WELCOME

60 Boston Road
London
W7 3TR
Open Mon-Sat
10am-8pm

178 Archway Road
London N6 5BB
Open Mon-Sat
10am-6pm

Unit 33/34, Rumford Shop Hall, Romford
Open Mon-Sat
9am-5pm
(½ Day Thursday)

18 Market Square
Leighton Buzzard
Open Mon-Sat
10am-6pm
(Closed Thursday)
Tel. (0525) 371884

ALL SHOPS ARE INDEPENDENT. SHOP PRICES MAY VARY

BARGAIN SOFTWARE, 60 BOSTON ROAD, LONDON W7 3TR

Zeppelin Games

Zeppelin Games eat, sleep and dream computer games!

We have produced award winning titles like Draconus, right through to sheer commercial licences like Kenny Dalglish Soccer Manager. We have recently moved to larger premises in Durham, and our continuing expansion programme means we require your skills as Spectrum/Z80 programmers to maintain the influx of quality Spectrum software in to our company.

If you think you have the skills to write Spectrum software or even wish to develop your skills on a free-lance basis with Zeppelin, we are waiting to hear from you.

Please write in confidence to:

David Taylor
Head of Development
Zeppelin Games Limited
9D Penshaw Way
Houghton Le Spring
Durham DH4 6JW
or phone 091 3857755

FASTWORD

WORDFINDER/THESAURUS FOR THE SPECTRUM

Find the right words fast with this amazing 120,000 word blockbuster. Boost your word power, crack word puzzles, check spelling, and more. Now the Spectrum has the power of words, with lightning speed.

Program features:

★ Full index display of thousands of words, each with word definition and English spelling throughout
★ Instant entry to any part of the index, plus full indexing paging
★ 20 alternative words average displayed for any word selected
★ Instant display of requested information in colour or mono
★ Words used by rights agreement with Cassell plc
★ Runs on Spectrum 48K, 128K, +2 and +3 machines
★ Easy to use, with full illustrated instructions supplied
★ Transferable to any disk, m/drive, etc, using information supplied
★ **£7.95** on cassette, inclusive of first class postage by return Cheque/PO to:

BRUCE PUBLISHING
72A Lawe Road, South Shields, Tyne and Wear NE33 2AJ

NAUGHTY JOKE LINE
0898 800 241

JOKE OF THE CENTURY
0898 800 213

FAT FREDA'S RUDE JOKES
0898 800 214

GORDON THE GOALIE'S FOUL! FOOTY JOKES
0898 800 215

AUSSIE NAUGHTY JOKES
0898 800 216

TASTELESS TIM'S BAD TASTE JOKES
0898 800 217

ROGER SMELLEE
0898 800 218

BUZZ HUMOUR 146 HAMMERSMITH GROVE W6 7HE

5p PER 12 SECS CHEAP RATE 5p PER 8 SECS ALL OTHER TIMES INC. VAT
ULTRA-NAUGHTY LINE FOR READERS OF SMALL PRINT 0898 800 219

ROMANTIC ROBOT present

All hardware prices are £10 OFF R.R.P.

multiface

Multiface is a **MUST** for every Spectrum owner. It can **freeze** a program **any time** and back it up. It **transfers** between **tape/disk/cartridge/wafer**. It also lets you **Peek/POKE**, study/modify **ALL!** Multiface does all at a **touch of a button**, is fully automatic, **menu driven**, a joy to use. **MAGIC!**

MF3 is for Spectrum +3 or +2A and comes with or without a through port. MF1 & MF128 are for Spectrum 48/128/+2. MF1 has a through port, joystick interface, works in 48K mode and saves to tape, Microdrive, Discovery and Wafadrive. MF128 has a through port, works in 48K AND 128K mode and saves to tape, Microdrive, Disciple, Plus D and Discovery.

MULTIPRINT

The ultimate Spectrum Printer Interface. Menu-driven, joy to use, programmable!, 8K Rom/8K Ram, 1.2 m Centronics cable, Freeze Button, Multi-Toolkit. *Unique* & best!

For Spectrum 48/128/+2.
With or without through port.

VIDEOFACE

With a through port.
For any Spectrum.

Turns **pictures** from video *camera/recorder* into Spectrum **hi-res screens**. They can be frozen, **saved**, *printed*, altered, **animated**... *Menu-driven*, **fast**, great fun, **extra effects**.

GENIE and LIFEGUARD

GENIE and **LIFEGUARD** are very special programs for Multiface or Multiprint users. By residing **inside Multiface** or **Multiprint**, **GENIE** can **disassemble ANY** program **ANY** time **at a touch of a button!** **LIFEGUARD** can on the other hand find **INFINITE LIVES**, ammo, etc. **GREAT!**

You MUST NOT use any of the above products to copy, reproduce or infringe in any way any copyrigh t material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

All prices are already discounted and apply to Mail Orders to 15.5.1990 only

£10 OFF MULTIFACE, MULTIPRINT & VIDEOFACE!

I enclose a Cheque/Postal Order/Cash **plus P&P** for £.....
or debit my Access/Visa No.....
Name.....Card Exp.....
Address.....

P&P UK & Europe	£ 1.00 ☐	P&P OVERSEAS	£ 2.00 ☐
MULTIFACE One	£29.95 ☐	GENIE 1/128 (NOT 3)	£ 6.95 ☐
MULTIFACE 128	£34.95 ☐	VIDEOFACE Digitizer	£29.95 ☐
MULTIFACE 3	£34.95 ☐	M3 with through port	£39.95 ☐
MULTIPRINT	£29.95 ☐	Multiprint + through port	£34.95 ☐
LIFEGUARD	£ 6.95 ☐	Spectrum +3 Disks	£ 2.95 ☐
MUSIC Typewriter	£ 5.95 ☐	Spectrum +3 Tape Lead	£ 2.95 ☐

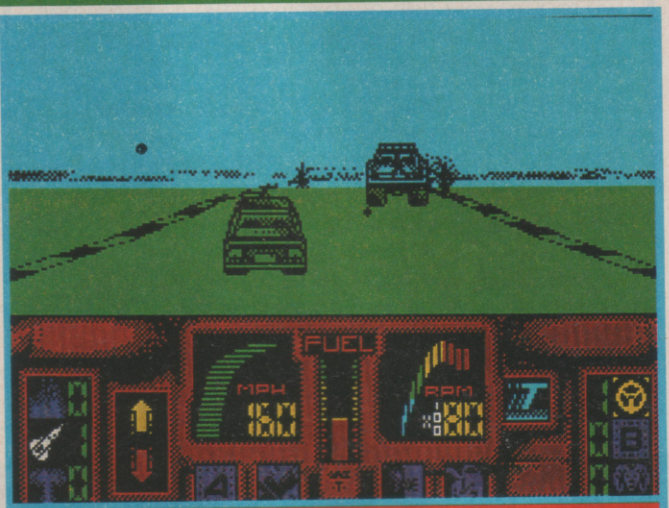
ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs VISA 01-200 8870 SU

OVERLANDER

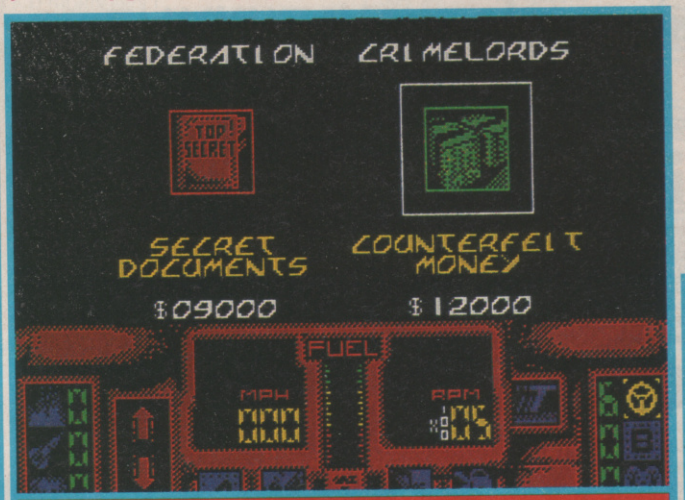
Another budget re-re-lease, and this time one which is actually worth the dosh. When Overlander first appeared its great boast was that the background actually goes up and down as well as left-to-right; this isn't so amazing now, but it does add an extra element of interest to what is basically another cross-county race game, but with GUNS, oh yuss!

Extra oomph is added by the fact that Overlander takes place in a post-holocaust America where ruthless, excitement-loving adventurers (a bit like me - JD) carry cargoes, legal or illegal, across the radioactive wastelands between underground cities. You can earn more dosh for taking illegal cargoes, but all you money goes on buying bigger and more lethal add-ons for your car (a bit like me again - JD). You get to tool up before each journey, using a multiple-choice menu, and naturally you have to choose carefully between weapons, fuel and more powerful motors - it doesn't do to run out of juice in the radlands, but you wouldn't want to be without a flamethrower at the appropriate moment either.

The actual race sections are great, though each stage goes on a bit too long for my liking. The road dips and waves realistically, scrolling is smooth and your car twists and turns in response to your joystick movements. At the bottom of the screen, various displays show your fuel count, speed, weapons status, and proximity of enemies.



Hit the road, Jack. Watch out for those hill-crest overtaking bids They always end in tears.



Which of these dodgy cargos will you transport for the stubby-fingered men in shiny suits?

Your opponents include maniac motorcyclists, bomb-slinging trucks, armoured cars and roadside gun-emplacements; most of these you can take out with your standard gun, or missiles, but some demand smart bombs, wheelblades or the battering ram. Either way, you get a satisfying explosion and a big points bonus for doing the business.

If you're a fan of dangerous driving and anti-social behaviour (a bit like me - JD) you shouldn't miss out on Overlander - at a budget price, even if you already have something similar like Turbo Outrun or Buggy Boy, it's worth the petrol money.

SCORES

	78
	60
	85
	89

OVERALL 86%

Big fun race shoot explode crash bang whizz skid pop blast jobbie.

Label: Encore Price: £2.99

CHRIS JENKINS

CAN YOU HANDLE IT?...

... THE GREATEST COMPILATION EVER!

BATMAN THE CAPED CRUSADER

"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.

TM & © DC COMICS INC. 1988.
ALL RIGHTS RESERVED.

OPERATION WOLF

"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.

© TAITO CORP 1988.

DOUBLE DRAGON

"Skilful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE

"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab." SINCLAIR USER.

© IREM CORP 1987.

Ocean Software Limited
6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G

ocean

SPECTRUM · AMSTRAD
COMMODORE
CASSETTE £14.99

ALSO AVAILABLE ON

DRAGON'S LAIR

Prepare for a rapid descent on the spinning discs of doom (zzz)

Dragon's Lair was a biggie amongst biggies when it first appeared at full price - but why? True, it was based on a phenomenally successful arcade coin-op, featuring laser-disc cartoon-style Don Bluth graphics. But you don't actually get those on the Spectrum, do you? No, you just get the usual selection of colours and the usual semi-jerky sprites. You don't get the marvellous multi-voice synthy music either - just the Spectrum's bleepy intro theme, and a few zips and zaps in the game itself. So what do you get? A series of nine very straightforward but irritatingly difficult arcade games interrupted by tedious loading sequences, that's what you get.

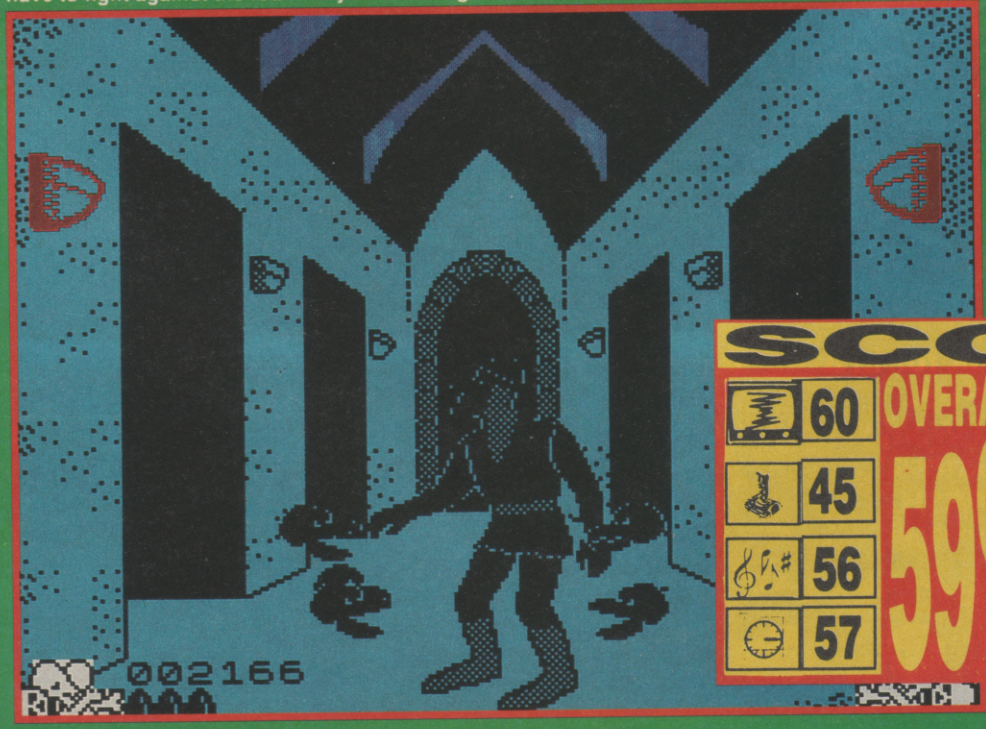
The plot - rescue maiden from clutches of evil dragon Singe and pinch his treasure - doesn't bear discussing, so let's plunge straight into the action, big joke, because the first section sees you leaping onto a plummeting platform. If you survive the leap you have to fight against the foul breath of demons who try to blow you off the platform - slip off the edge and you plunge to your doom, and get to see the sequence where you disintegrate to a skeleton then reform for another go, which rapidly gets tedious, as you can imagine.

In later stages you have to negotiate corridors with sword-wielding hands, thread your way through mazes full of deadly skeletons, swing on burning ropes, slice slippery tentacles and finally fight the dragon itself. You have different controls in different sections, but basically each routine is a matter of learning to make the correct joystick movements in the right order - it's more like being a laboratory rat than playing a game, if you ask me.

I always thought that the arcade game was a complete rip-off - after all, once you've learned the correct movements, you could play the game all the way through in two minutes, but it would have cost you hundreds of pounds to get to that stage.

which would be better off given to charity.

At least with the budget version of Dragon's Lair you won't waste more than £2.99, but if you ask me it's £2.99



SCORES

	60
	45
	56
	57

OVERALL 59%

Unaccountably popular laser-disc coin-op re-released at lower price.

Label: Encore Price: £2.99

CHRIS JENKINS

UNICORN SOFTWARE

PRESENTS

WORLD CUP "ITALY 1990"

Why go to Italy when the World Cup can come to you? All you need is an easy chair, your Speccy and a copy of World Cup 90, the best management simulation ever!!!!

Features: A full squad of 30 players all with individual details. Stamina, ability, fitness, skill rating, injuries, bookings, goals scored, games played, player position, penalties, extra time, penalty shoot outs, horizontal scrolling update bar and lots more.

All this for £8.99 inclusive of P&P. Send cheque or postal order to:

UNICORN SOFTWARE SALES DEPT
10 HULTON STREET, FAILSWORTH
MANCHESTER

A

REVOLUTION

IN SOCCER MANAGEMENT GAMES

OUT GO:

Mental arithmetic on "Skill/energy" levels!
Players as "Defenders", "Midfield" and "Attackers"!
Computer calculated match results!
Match "highlights", or, worse still, nothing!

****

A manager judges his team and players as they perform on the field of play. Players are wingers, play-makers, sweepers, left/right/centre backs. 19 types in all. Team selection means creating a blend of skills to suit your style of play. Results from a *simulated* match. Every tackle, pass, shot and save determined by the skills of the competing players.

Watch the game unfold in 22 player 3D graphics!

ROME 90

A WORLD CUP MANAGEMENT SIMULATION

Independent opinions of our management technique:

"FOOTBALL MANAGER is a mile behind" A & B Computing
"The thinking fan's management game" Amstrad Action
Qualsoft must be congratulated for putting a game of this sophistication on to an 8 bit micro" Micro User

****

TAPE 1 + TAPE 2 + 20 page manual, VAT and p&p £9.95
DISK (Spectrum +3, CPCs, BBC 40 or 80 track) £12.95

Available from: QUALSOFT, Dept. SU, 18 Hazelmere Road, Stevenage SG2 8RX Tel: 0438 721936

Cheques, Postal Orders, Access or Visa
Guarantee: shipment on day of arrival of order.

Name.....		T	D
Address.....	Spectrum	☐	☐
.....	Amstrad	☐	☐
.....	BBC	☐	☐
.....	Electron	☐	☐

TOP 30 CHART

TURBOSOFT

(DEPT SINCLAIR USER)
41 SOUTH STREET
LEIGHTON BUZZARD
BEDS LU7 8NT
MAIL ORDER ONLY
TEL 0525 377974

BATMAN THE MOVIE	6.99
UNTOUCHABLES	6.99
CONTINENTAL CIRCUS	6.99
STRIDER	6.99
NEW ZEALAND STORY	6.99
CRAZY CARS II	5.99
ROBOCOP	6.99
RAINBOW ISLANDS	6.99
SUPER WONDERBOY	6.99
ALTERED BEAST	6.99
RICK DANGEROUS	6.99
CABAL	6.50
CHASE HQ	6.99
BOMBER	10.99
OP. THUNDERBOLT	6.99
KICK OFF	6.99
POWERDRIFT	6.99
GHOSTBUSTERS II	7.99
HARD DRIVIN'	5.99
BOXING MANAGER (GOLIETH)	6.99
NINJA WARRIORS	6.99
INDY JONES	6.99
VIGILANTE	6.99
FORGOTTEN WORLDS	6.99
MICRO SOCCER	6.99
BEACH VOLLEY	6.99
GAZZA'S SOCCER	5.99
DOUBLE DRAGON II	6.99
GALACTICA	6.99
PROJECT STEALTH FIGHTER	6.99

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO **TURBOSOFT**. ORDERS OVER £5 P&P FREE, UNDER £5 PLEASE ADD 50P PER ITEM. EUROPE ADD £1 P&P, OVERSEAS ADD £1.50 P&P N.B. PLEASE STATE MAKE OF COMPUTER & CASS OR DISC

COMPILATIONS

30 RED HOT HITS ONLY £6.99
Ghostbusters, F.A. Cup, Agent X, Kane, L.A. Swat, Ninja Master, Rasputin, Ollie & Lisa, Richochet, Zoly X, Way of Exploding Fist, Dan Dare, Formula 1, Brian Jacks Super Star Challenge, Tall Ceti, I-Ball, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Ninja Hamster, Druid 2, Magnetron, Mystery of the Nile, Mega Apocolypse, Frightmare, Traz, Catch 23, Dark Sceptre.

100% DYNAMITE
ONLY £9.99
AFTERBURNER
LAST NINJA II
WEC LE MANS
DOUBLE DRAGON

COIN OP HITS
ONLY £9.99 DISC £13.99
OUTRUN, THUNDERBLADE
ROADBLASTERS
SPY HUNTER
BIONIC COMMANDOS

KARATE ACE
ONLY £6.99
WAY OF EXPLODING FIST, BRUCE LEE, KUNG FU MASTER, AVENGER, SAMURAI TRILOGY, UCHI MATA, WAY OF THE TIGER

THE BIZ
ONLY £9.99
R-TYPE, DOUBLE DRAGON, OPERATION WOLF, BATMAN CAPED CRUSADER

SPECTRUM CASSETTE

CYBERBALL	6.99
P-47 THUNDERBOLT	6.99
RAINBOW ISLANDS	6.99
MIDWINTER	6.99
BEVERLEY HILLS COP	6.99
CARRIER COMMAND (128k)	6.99
GEMINI WING	6.99
MR HELI	6.99
PURPLE SATURN DAY	6.99
RISK	6.99
STUNT CAR RACER	9.99
TOOBIN	6.99
SUPER WONDERBOY	6.99
TUSKER	6.99
DYNAMITE DUX	6.99
DOUBLE DRAGON	6.99
LICENCE TO KILL	5.99
KICKOFF	5.99
THE NATIONAL	6.50
EMLYN HUGHES SOCCER	6.99
3D POOL	6.99
OP WOLF	6.99
DRAGON NINJA	6.99
GUNSHIP	6.99
GHOULS 'N GHOSTS	6.99
AIRBORNE RANGER	6.99
CHUCK YEAGERS (AFT)	6.99
TIMES OF LORE	6.99
TANK ATTACK	6.99
MYTH	7.99
TREBLE CHAMPIONS	6.99

SPECTRUM CASSETTE

SILKWORM	6.99
BLACK TIGER	6.99
TUSKER	6.99
TEST DRIVE II	6.99
CHAMBERS OF SHAOLIN	6.99
TERRYS BIG ADVENTURE	4.99
FOOTBALLER OF THE YEAR II	6.99
GREG NORMANS GOLF	9.99
BOXING MANAGER	6.99
IRON LORD	6.99
MASTER GRAND PRIX	6.99
FIGHTING SOCCER	6.99
CRICKET MASTER	6.99
MOONWALKER	6.99
F-15 STRIKE EAGLE	6.99
SILENT SERVICE	6.99
FOOTBALL DIRECTOR	5.99
FOOTBALL DIRECTOR (128k)	12.99
CRACKDOWN	6.99
SPACE HARRIER II	6.99
COLOSSUS CHESS 4	6.50
COLOSSUS BRIDGE	7.99
QUESTION OF SPORT	6.99
PICTIONARY	10.50
RODEO GAMES	6.99
SKATE OR DIE	6.99
HEROES OF THE LANCE	6.99
STORMLORD	5.99
P-47 THUNDERBOLT	6.99
OUTRUN EUROPA	6.99
DAN DARE III	6.99

COMPILATIONS

COMPUTER HITS VOL 5
ONLY £3.99 DISC 9.99
DARK SCEPTRE, TARZAN MEGA APOCALYPSE, MAGNETRON, TRAZ, MYSTERY OF THE NILE, NINJA HAMSTER, CATCH 23 FRIGHTMARE, DRUID II

TOLKIENS TRILOGY
ONLY £7.99
THE HOBBIT, LORD OF THE RINGS, SHADOW OF MORDOR

MEGA MIX
ONLY £9.99
OPERATION WOLF, BARBARIAN II, DRAGON NINJA, REAL GHOSTBUSTERS

IN CROWD
ONLY £10.99
BARBARIAN, GRYZOR, CRAZY CARS, PREDATOR, KARNOV, COMBAT SCHOOL, TARGET RENEGADE, PLATOON

SUPREME CHALLENGE
ONLY £4.99
DISC £10.90
ELITE, ACE, SENTINEL STARGLIDER, TETRIS

SOCCER SPECTACULAR
ONLY £4.99 DISC £10.99
PETER BEARDSLEYS SOCCER, FOOTBALL MANAGER, SOCCER SUPREMO, HANDBALL MARADONA, WORLD CHAMPIONS

SPECIALS CASSETTE

BOB'S FULL HOUSE	4.99
BRIAN CLOUGH'S FOOTBALL	4.99
CAPTAIN BLOOD	2.99
TRIVIAL PURSUITS NEW BEGIN	4.99
SLIFFLIP & CO	1.99
SACRED ARMOUR ANTIRIAD	1.99
GAMES SUMMER EDITION	4.99
D.N.A. WARRIOR	1.99
IKARI WARRIORS	2.99
CAULDRON II	1.99
FERNANDEZ MUST DIE	2.99
DARKSIDE	4.99
DRILLER	4.99
TOTAL ECLPISE	4.99
TRIVIAL PURSUIT	6.99
GALAXY FORCE	3.99
IK+	2.99
TIME & MAGIK	4.99
COMBAT SCHOOL	2.99
STRIP POKER II	2.99
MIAMI VICE	2.99
BARBARIAN	2.99
HYPERSPORTS	2.99
WOLFMAN	2.99
SAVAGE	2.99

SPECIALS CASSETTE

PASSING SHOT	3.99
GUADALCANAL	1.50
ESPIONAGE	2.99
BLASTEROIDS	4.99
FOOTBALL MAN II EXP KIT	7.99
PACLAND	4.99
PACMANIA	4.99
HUNT FOR RED OCTOBER	6.99
WORLD SOCCER	2.99
SUPER HANG ON	2.99
RUNNING MAN	4.99
TOP GUN	2.99
CRAZY CARS	2.99
HYPERSPORTS	2.99
JACK THE NIPPER	2.99
GREEN BERET	2.99
THUNDERCATS	2.99
PAPERBOY	2.99
POSTMAN PAT	1.99
PEGASUS BRIDGE	3.99
LORDS OF MIDNIGHT	3.99
HOPPING MAD	3.99
BEYOND THE ICE PALACE	3.99
AFTERBURNER	3.99
DOMINATOR	3.99

Please note some titles may not be released at the scheduled time. These will be sent within 24 hours of release subject to availability.

FOR EVERY £10 SPENT GET ONE GAME FREE. CHOOSE FROM ONE OF THE FOLLOWING FOR YOUR FREE GAME: MEGA APOCALYPSE, DEX, TEMPEST, HEARTLAND, THE TRAIN, SUPERSPRINT, BALLBLAZER, PITFALL II, ZENJI, MR WEEMS AND THE SHE DEVILS, EXPLORER, MERMAIDS MADNESS, DEATH OR GLORY, LOADS OF MIDNIGHT, PRODIGY, PULSATOR, HARDBALL, TWISTER, HIGH FRONTIER, HYPERBALL, TOY BIZZARE.
ALL THE ABOVE GAMES AVAILABLE AT £1.99 EACH

EDUCATIONAL

ANSWER BACK JUNIOR	6.99
FRENCH MISTRESS (Beg)	6.99
FRENCH MISTRESS (Adv)	6.99
FUN SCHOOL 2 UNDER 6	7.99
FUN SCHOOL 2 6-8	7.99
FUN SCHOOL 2 8+	7.99
IDENTIFY EUROPE	6.50
SPELLING	4.99

UTILITIES

DEVPAC	12.99
HI-SOFT BASIC	19.99
HI-SOFT C	19.99
PASCAL	19.99
PRO ADVENTURE WRITER	17.99
TAS COPY	7.99
TAS DIARY	7.99
TAS PRINT	7.99
TASWORD +2	14.99
TASWORD 128k	14.99

+3 DISC OFFERS

3D POOL	10.99
A.P.B.	10.99
AIRBORNE RANGER	10.99
BARDS TALE I	6.99
BEYOND THE ICE PALACE	5.99
BRIAN CLOUGH'S FOOTBALL	7.99
BUTCHER HILL	5.99
CARRIER COMMAND	12.99
COLOSSUS BRIDGE	10.99
COLOSSUS CHESS 4	10.99
DOMINATOR	5.99
DRAGON NINJA	10.99
EMLYN HUGHES SOCCER	10.99
FERNANDEZ MUST DIE	5.99
FOOTBALL DIRECTOR II	12.99
FOOTBALL MANAGER II	10.99
FORGOTTEN WORLDS	9.99
FURY	5.99
GUNSHIP	10.99
MICROPROSE SOCCER	10.99
MR HELI	10.99
NEW ZEALAND STORY	10.99
NINJA WARRIORS	10.99
OPERATION WOLF	10.99
OVERLANDER	6.99

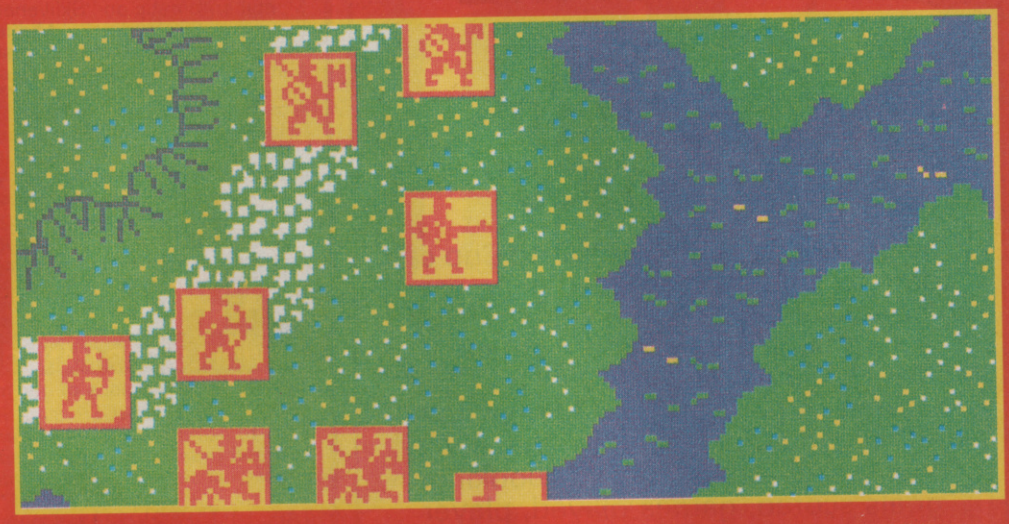
+3 DISC OFFERS

PACMANIA	6.99
PACLAND	6.99
PASSING SHOT	6.99
ROBOCOP	10.99
SILKWORM	10.99
TEST DRIVE II	12.99
VIXEN	4.99
WAR IN MIDDLE EARTH	10.99

NEW RELEASES

CABAL	10.99
DRAGON SPIRIT	10.99
LASER SQUAD	10.99
BATMAN THE MOVIE	10.99
RAINBOW ISLAND	10.99
CHASE H.Q.	10.99
HARD DRIVIN'	10.99
STRIDER	10.99
OP THUNDERBOLT	10.99
DOUBLE DRAGON II	10.99
UNTOUCHABLES	10.99
PROJ STEALTH FIGHTER	10.99
STUNT CAR RACER	10.99
VIGILANTE	10.99
P47 THUNDERBOLT	10.99
BEACH VOLLEY	10.99

VIKINGS



Around the time when old Harold was getting one in the eye at Hastings, the Vikings were holding a little sideshow up North. Lots of men with big red beards and names like Thorvin Skullsplitter had popped over for a weekend of rape, pillage, murder and more rape, and Stamford Bridge was the most popular spot for it. They had such a good time that thirty years later they were back for a reunion at Menai Straits, and now you can join in the fun at both events with Challenge Software's strategic simulation, Vikings.

This isn't the kind of game which is going to appeal to arcade enthusiasts; it's a realistic and complex simulation which seem to rely heavily on a good deal of historical research. For instance, did you know that mediaeval battles rarely had heavy casualties, because once one side saw it was losing, they usually ran away? Well, Vikings simulates this historical fact among others, though you can pursue a fleeing army and hack them to bits with your cavalry.

The on-screen graphics are nicely colourful and well laid-out; the backgrounds for the two battles include grass, bridges, roads, woods, walls, undergrowth, buildings, rivers and beaches. Several different types of forces including irregulars, cavalry, infantry and bowmen are represented by different icons, and using the SCAN option from the on-screen menu you can call up a display of the makeup, strength, organisation, morale, experience and armament of each unit.

As you would expect, options for each turn include moving, (joystick or keyboard controlled) firing, choosing to stand your ground and ending to let the Vikings take their turn. Unfortunately the game doesn't have a two-player option, or allow you to take the side of the Vikings.

In order to win you must have three times as many surviving units as the enemy, and you can save and reload games at any stage. What's really missing is any sense of close combat; there's no "arcade sequence" (I know purists hate this sort of thing anyway) and the computer works out all the casualties in each conflict. Sound is absolutely minimal - just the odd beep to let you know that a command has been executed, but what more do you need.

The brief instruction booklet contains a good deal of background information on the Vikings, Anglo-Saxons and Anglo-Normans, so at the very least Vikings proves to be an educational bit of entertainment.

You'll never all get over the bridge in one go.

SOFT OPTIONS

SOFT OPTIONS
6 HOPE STREET
HANLEY
STOKE ON TRENT
TEL: 0782 204269

SALE **SALE** **SALE** **SALE** **SALE** **SALE**

SPECTRUM

Operation Thunderbolt	5.99
Stunt Car Racer	6.99
Strider	6.90
Kick Off	6.99
Myth	7.99
Fighting Soccer	6.99
Ghost Busters II	6.99
Chase HQ	6.99
Hard Drivin'	6.99
Power Drift	6.99
Turbo Outrun	6.99
Double Dragon II	6.99
Dragon Ninja	6.50
Robo Cop	6.99
Batman the Movie	6.99
Operation Wolf	6.50
A.P.B.	6.99
Toobin	6.99
3D Pool	5.99
The National	6.99
R-Type	3.99
Afterburner	3.99
Crackdown	6.99
Sly Spy	6.99
Stormlord 2	6.99
Dan Dare 3	6.99
Dr Dooms Revenge	6.99
Hot Rod	6.99
X-Out	6.99
E-Motion	6.99

SPECTRUM CLEARANCE
WONDERBOY 2.99
IKARI WARRIORS 2.99
BUGGY BOY 2.99
HAMMERFIST 6.99
LAST DUEL 2.99
CABAL 5.50
SPACE HARRIER 2.99
GHOSTS & GOBLINS 2.99
TIGER ROAD 6.99
THUNDERBIRDS 2.99
THE GAMES 2.99

SPECTRUM CLEARANCE

Barbarian II	2.99
Captain Blood	2.99
Hysteria	1.99
Soldier of Light	2.99
Super Sprint	1.99
Sentinal	1.99
Tetris	2.99
Wolf Man	1.99
Blood Valley	1.99
Marauder	2.99
Time and Magik	3.95
The Fury	1.99
Kryton Factor	3.99
Game Over 2	2.99
Platoon	2.99
Blasteroids	3.95
Garfield 2	6.50
Postman Pat	2.99
Predator	2.99
Salamander	2.99
Renegade	2.99
Red Heat	3.99
Short Circuit	2.99
Impossabal Mission 2	2.99
Indy Jones	6.99
Quarterback	6.99
Vindicators	3.99
Confinental Circus	3.99
Garfied	3.99
Zombi	6.99

SPECTRUM

Vigilante	6.75
Carrier Command	9.95
The Deep	2.99
Alt World Games	2.99
Crosswise	1.99
Black Lamp	1.99
Mega Apocalypse	1.99
Enduro Racer	1.99
Green Beret	2.99
Top Gun	2.99
Bubble Bobble II	6.99
Batman	2.99
Skate Crazy	2.99
1942	2.99
Super Sports	2.99
Bards Tale	2.99
Gunship	6.99
Crazy Cars	2.99
Fun School 2 (under 6)	6.99
Fun School 2 (6-8 yrs)	6.99
Fun School 2 (over 8 yrs)	6.99
Exploding Fist +	3.95
Gary Lineker's Soccer	2.99
Side Arms	2.99
Jailbreak	2.99
Paperboy	2.99
Guardian 2	2.99
Castle Master	6.99
Future Bike Sim	2.99
Spy v Spy	2.99

SPECTRUM SPECIAL OFFERS

Spitfire 40	2.99
Strike Force Harrier	1.99
Eliminator	2.99
Night Raider	2.99
Beach Volley	6.75
Kenny Dalglish (the Match)	6.99
Manchester United	6.99
Blood Wych	6.99
Nubulus	2.99
ACE 2088	2.99
Alien Syndrome	2.99
The Writer	3.99
The Animator	3.99
Stealth Fighter	6.99
GI Hero	2.99
Savage	2.99
Virus	2.99
Buck Rogers	1.99
Beyond the Ice Palace	2.99
Hopping Mad	2.99
Titan	2.99
Caesar the Cat	2.99
Super Hangon	2.99
Fantasy World Dizzy	2.99
Beach Volley	6.99
Champ Boxing Manager	6.99
Super League Soccer	6.99
Defenders of the Earth	6.99
Rainbow Islands	6.99

SPECTRUM COMPILATIONS

10 GREAT GAMES 2
Aufwiedersehen Monty, Mask, Jack the Nipper II, Duct, Samurai Trilogy, Convoy Raider, Bazil Mouse Detective, Death Wish 3, Thing Bounces Back, The Final Matrix
ALL 10 GAMES 7.50

10 GREAT GAMES VOL 3
10th Frame, Firelord, Ranarama, Fighter Pilot, Leaderboard, Rocco, Survivor, City Slicker, Dragontorc, Impossaball
ALL 10 GAMES 6.50

10 MEGA GAMES
Hercules, Blood Brothers, Cyberniod, Mask 2, Blood Valley, Tour De Force, North Star, Masters of the Universe, Deflector, Triaxos
ALL 10 GAMES 5.99

SOCCER SPECTACULAR
Football Manager, Peter Beardsleys Soccer, World Champions, Handball Maradonna, Soccer Supremo
ONLY 6.99

79

SALE TIME AT SOFT OPTIONS – CAN YOU AFFORD TO MISS THESE.
ALL ORDERS SENT 1st CLASS POST, P&P UNDER £5
75p, OVER £5 P&P IS FREE
IN STOCK ITEMS DESPATCHED BY RETURN

SALE **SALE** **SALE** **SALE** **SALE** **SALE**

SPECTRUM COMPILATIONS

100% DYNAMITE
Double Dragon, Last Ninja II, Wec Le Mans, Afterburner
SPECIAL PRICE 9.95

KARATE ACE
Kung Fu Master, Bruce Lee, Avenger, Way of the Exploding Fist, Way of the Tiger, Uchi Mata, Samurai Trilogy
ALL 7 GAMES 6.99

SPACE ACE
North Star, Trantor, Zynaps, Xevious, Venom Strikes Back, Cybernoid, Xelon
ALL 7 GAMES 6.99

FLIGHT ACE
Adv Tactical Fighter, Heathrow Air Traffic Control, Strike Force Harrier, Tomahawk, Spitfire 40, Ace
ALL 6 GAMES 6.99

GOLD, SILVER, BRONZE
Summer Games 1, Summer Games 2, Winter Games
ONLY 7.99

SPECIAL OFFER
Football Manager II + Expansion Kit
ONLY 6.99

SPECTRUM SPECIAL OFFERS

Arnhem	6.75
Gallipoli	6.50
Yankee	6.99
Austerlitz the Campaign	9.50
Napoleon at War	6.99
Overlord	6.75
Ancient Battles	10.95
Guadal Canal	1.99
Roundheads	3.99
Vulcan	6.99
Bismark	4.99
Desert Rats	6.75
Zulu Wars	5.99
Blitzkreig	6.99
Nato Alert	6.99
Stalingrad	6.99
Overlords	2.99
Pegasus Bridge	4.99
Wellington at Waterloo	9.50
T Brook	3.99
Special Operations	3.99
Swords of Bane	2.99
Conflicts II	3.99
The General	9.95
SDI	3.99
C Yega Flight Sim	6.99
Invasion Force	9.95

ANNALS OF ROME 6.99

SPECTRUM DISC

Overlord	6.95
Stalingrad	6.99
Time and Magic	6.99
Four Smash Hits	4.99
Lancealot	5.99
Tetris	4.99
Andy Capp	4.99
Robo Cop	10.99
Operation Thunderbolt	10.99
Microprose Soccer	10.99
Turbo Outrun	10.99
Chase HQ	10.99
Hard Drivin'	10.99
Ghost Busters II	11.99
Cabal	10.99
The Untouchables	10.99
Butcher Hill	6.99
Passing Shot	6.99
Beyond the Ice Palace	5.99
Dominator	6.99
Soldier of Fortune	6.99
Fernandez Must Die	6.99
The Muncher	6.99
Carrier Command	12.99
Space Harrier 2	10.99
Double Drgon 2	11.99
Red Heat	8.99
Rambo 3	8.99

Please send me the following titles: (SU05)

Title	Cass or Disk	Amount
P & P (if applicable)		
Total amount		

Name .....

Address .....

.....

.....

Telephone No .....

SINCLAIR USER SUPERMART

TO ADVERTISE IN THE SUPERMART CALL MARTHA MOLOUGHNEY ON 01 251 6222

REPAIRS

REPAIRS
BEAT THESE PRICES!

Spectrum/+ **£9.95***
Interface 1 **£12.45***
fixed prices – 4 month guarantee
TOP QUALITY REPAIRS BY EXPERTS
Send cheque/PO, and computer to:
GSF SERVICES (A)
113 Mountbatten Road
Braintree, Essex CM7 6TP
Tel: 0376-46637
** Please add £2.45 for P&P + Insurance*
Please phone for 128/+2/+3 prices

GSF SERVICES – EXPERT REPAIRS

REPAIRS

SPECTRUM REPAIRS

48K FAULTS	£14.50
48K + KEYBOARD FAULTS	£11.00
48K KEYBOARD FAULTS	£9.00
4116 MEMORY 1C	£0.50
4164 MEMORY 1C	£1.70
Z80 CPU	£2.10

Many other spares stocked.
Minimum order £5.
All prices include VAT and return postage

R.A. ELECTRONICS

(Dept SU), 133 London Road South, Lowestoft, Suffolk NR33 0AX Tel: 0502 566289

ADULT SOFTWARE

ZX SPECTRUM 48/128. CASSETTE ONLY

ADULT GAMES

FANTASY
Loosen your collar, get out your JOYSTICK and get stuck in. By the time you finish you'll be exhausted.

COVER UP!
Participation game for 2-4 players where anything goes. You never know what you'll be doing or wearing.

WHAT THE BUTLER SAW
Two programmes. A naughty but amusing look at the roaring 20s, and a peep show with some very attractive women. (These are NOT games)

FREE NAUGHTY GIFT
when you buy 2 or 3 of the above games.

P&P and VAT included
ONLY AVAILABLE BY MAIL ORDER
WARNING. If you are easily offended do NOT order these games

£5.95 Each
£11.00 + FREE GIFT for any 2
£15.00 + FREE GIFT for all 3
* FREE GIFT may vary

R 'n' H MICROTEC
PO Box 1120
Slough
SL2 4BJ

SOFTWARE

THE ADVENTURE CLUB
Play or write adventures? For membership pack, plus two adventures send £6 (£8 +3 disc) to: **THE ADVENTURE CLUB, 14 Brooks Street, Llandudno, Gwynedd, LL30 2TT.**

IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do.

The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

HARDWARE

E.E.C. LTD DCP

★ QL & SPECTRUMS ★
PLUS 3 £149.95
SP +48K £69.95
128K £89.95, PLUS 2 £109.95

★ QL NEW ★

Complete with PSU, leads, instruction book, s/ware 4 pack incl Quill (word processor), Archive (Database), Abacus (spread sheet), Easel (graphics) £120 JM Rom; £135 JS Rom
BACK UP QL WITH P/SUPPLY, LEADS ONLY. Keep it as insurance or for networking. Cheaper than changing to another system.
JM ROM £90 JS £100

QL customers spending over £100 get FREE Quanta Membership worth £14.

★ **ALPHACOM 32 PRINTER NEW** (incl Interface and PSU) Just plugs in! **£49.95**
Alphacom paper (5 roll pack) **£12.50**
★ **80 COL SERIAL PRINTERS** ★
(Ideal for Spectrums & QL)
STAR NL 10, 120 cps, 24 NLQ, D.M. **£140**
C. ITOH DAISYWHEEL 20 cps £140
Leads for I/F One or QL free.
CENTRONICS INTERFACE **£24.95**
★ **MICRODRIVE EXPANSION KIT** includes microdrive, interface 1, booklet, introduction cartridge and flex connector **£59.95**
As above and with extra microdrive **£69.95**
★ **CARTRIDGES at REDUCED prices.** Wallet of 4 new cartridges **£16.** Wallet of 4 unused program cartridges **£75** per box.
POWER SUPPLY UNITS
Spectrum 48K **£7.95** 128K **£9.95**
128K Plus 2 **£14.95**
Plus 3 & QL **£19.95**
Alphacom **£12.95**

UK delivery: Please add £6 for PRINTERS and micros. Other items £3. Outside UK add £15. Other items £5. C.W.O. OR VISA ACCESS ALL OFFERS SUBJECT TO AVAILABILITY. SOME PRODUCTS MAY BE RECONDITIONED. ORDERS TO EEC LTD 18-21 MISBOURNE HOUSE, CHILTERN HILL, CHALFONT ST PETER, BUCKS SL9 9UE.

FAX: 0753 887149
TEL: 0753 888866

HARDWARE

ALL HARDWARE AND SOFTWARE WANTED
For cash or exchange:
Music & Video Exchange
56 Nottinghill Gate, London W11. (Tel: 01 727 0424)

S/W HIRE

SPECTRUM S/WARE HIRE
FREE MEMBERSHIP
Over 1,000 Titles
Monthly Prize Draw/Newsletter
* ALL POSTAGE PAID (1st Class)

Send SAE to:
SSH (SU), 16 Fleam Road, Clifton Grove, Nottingham NG11 8PL

SOFTWARE

MULTISTORE
A must for **MULTIFACE** or **MULTIPRINT** owners. Use built-in 8K memory to store BASIC programs or screens. Meantime load games etc., then reset computer and recover contents instantly using button. Menu-driven, easy to use. Multiface 3 compatible. Only £2.99, or SAE for details:-
M. Kinloch, 6(3F3L) Drummond Street, Edinburgh EH8 9TU

SOFTWARE

GTi *Fast moving Software*

CLASSIC TRAINER	SOCCER DIRECTOR	CLASSIC PUNTER
Have you got what it takes to train a derby winner? The success of the stable depends on your skill and strategy!	A football game that really breaks the mould, with a completely new approach. Your aim is to own the top clubs, whatever the cost.	Pure entertainment in this game of chance. Enjoy a day at the races as you try to win a million £!

All three titles available on Spectrum, Commodore 64 & Amstrad.
At only £2.99 each. (+ 30p p&p if order is under £5).
Available from all good software stockists or direct from:
G.T.I. SOFTWARE, 5 NEW BRIDGE STREET, EXETER EX4 3JW TEL: 0392 52004
24 Hr Answerphone. Delivery by return post. Phone us for details of your nearest GTi stockists.

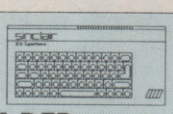
Sinclair User is the best,
If you want response, Forget the rest!

SUPERMART SUPERMART SUPERMART

UTILITIES

P.C.G.

61A School Street
Barrow-in-Furness
Cumbria
LA14 1EW



Desk Top Publishing Software:

WordMaster the word processor	£13.95
Headliner graphic & title designer	£10.95
Typeliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now available	£7.95
Font Packs #1 and #2	£12.95

Prices for tape or 3.5" disk. For +3 disk add £2.00

Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£160
Star LC10 superior quality, many features	£185
Star LC10-C colour version of the LC10	£225

All printers are compatible with the DTP Pack.

MGT SAM Coupe

MGT's amazing 'super Spectrum' computer:
Coupe 256k - **£169.95** Coupe 256k + disk **£249.90**
Printer interface **£29.95** 256k add-on RAM **£39.95**

●●● **FREE delivery on all items!** ●●●

SAM DTP

Our outstanding Spectrum DTP pack software has now been converted for SAM. Call now for details of this amazing program!

Upgrading your Spectrum?
Call PCG now for special deals on the SAM Coupe and add-ons.

Vidi-ZX

The best *VIDEO DIGITIZER* money can buy, allows you to load up images from a video/camera into your Spectrum. Digitized images can be used in art software or printed - you can even use them with the DTP pack!
Available from PCG at £34.95

Want more details? Write or Phone 0229-36957 or 0229-836957

SPEC SUPPLIES

SINCLAIR SUPPLIES

POWER SUPPLIES

Spectrum 48/+	£9.99
Spectrum 128/+2	£14.99
Spectrum 128/+3	£24.99

LIGHT GUNS

Magnum	£29.99
Cheetah	£24.99

OTHER PARTS

Spectrum Membrane	£9.99
QL Membrane	£9.99
Spectrum Datacorder	£19.99
Kempton Interface	£9.99
10 Maxwell CF2	£24.99

COMPUTERS

Spectrum +2	£124.99
Spectrum +3	£169.99
Sam Coupé	£169.95
Sam Coupé +1 Drive	£249.90
Sam Coupé +2 Drives	£329.85

CABLES

+3 Cassette	£4.99
+3/+2A Centronics	£9.99
+3/+2 Serial	£9.99

NLQ PRINTER

Mannesmann Tally MT81 Centronics 130 CPS/27 CPS NLQ Friction/Tractor Auto Park 132.99

EDUCATIONAL SOFTWARE

Each Fun School package includes 8 challenging programs. Prices are for Spectrum cassette. Add £3 for disc.

Fun School 2 (Under 6's)	£9.99
Fun School 2 (6-8's)	£9.99
Fun School 2 (Over 8's)	£9.99

BARGAIN BUNDLE (4-7's)

Includes Count with Oliver, Look Sharp, Number Fun, Learn To Read, Basic Arithmatic, Getset. Only.£9.99

Prices include VAT & P&P, Payment by Chq/PO to:
Omnidale Supplies (Dept 7)
23 Curzon Street, Derby DE1 2ES
Tel (0332) 291219

VISA

ZX81 SOFTWARE – SAE FOR LIST

UTILITIES

KOBRAHSOFT SPECTRUM UTILITIES

SP6 TAPE TO +3 DISC UTILITY:– !NEW! Transfer tapes to + 3 Disc. NOW transfers the very latest Pulsing and Countdown multiblock programs. FREE superb DISC CATALOGUER. Now handles FULL 128k PROGRAMS. INCLUDES SP6 COMPANION which shows how to transfer many games. £14.95 on disc.

D.I.C.E.:– !NEW! Version 2 disc utility for the +3. Modify and read sectors, Back up discs; FULL DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; Menu Driven; Easy to use. "An excellent package" CRASH Oct 1988. **£12.95 ON DISC.**

MT1 MICRODRIVE TOOLKIT:– !NEW! FULL M/D toolkit with Format, Sector erase/restore, Sector Editor, FULL CART Back-up, merge FAST CATALOGUE; £12.95 Tape, £14.95 CART.

SC6 ADVANCED TAPE UTILITY:– !NEW! Now will backup MOST tapes. Handles Fast Loaders, LONG blocks, the VERY LATEST Pulsing and Countdown programs, FULL Multi-load programs: – **£8.95.**

SPECTRUM MACHINE CODE COURSE:– FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for all. Free Disassembler AND Editor/Assembler:–**£20.**

PLUS 3 DIARY AND FILING SYSTEM:– !NEW! A complete diary/note pad filing system database for the +3, features LARGE database with diary to 2089, also fast search and retrieval of data and biorhythms for 4 people. **£12.95 on disc.**

DB2 +3 DISC BACKUP UTILITY:– Backup +3 PROTECTED discs to DISC or TAPE; Easy to use; Handles Multi-load programs. Handles even more discs. **£14.95 on disc.**

ALSO AVAILABLE: SD5 - TAPE TO M/D; SO5 TAPE TO OPUS DRIVE; SL4 SPEEDLOADER: CODE INVESTIGATOR – Phone for more details

MONEY BACK GUARANTEE – BUY WITH CONFIDENCE!
Send cheque/PO to:– "KOBRAHSOFT"
Dept SU, "Pleasant View," Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffs. ST3 5BH
(Overseas:– EUROPE add £1 P&P PER ITEM, OTHERS £2).
Send SAE (9 in x 5 in) for detailed catalogue. – mark envelope "Enquiries".

For more informaiton please phone 078 130 5244
Access and Visa welcome please phone above number
(24 hour, 7 days a week for FAST Mail Order)

SOFTWARE

+3 CRUSADE +3

DISK MAGAZINE FOR SPECTRUM +3

ISSUE 2 OUT NOW

Magazine on disc for the Spectrum +3. In this month's packed issue we feature amongst other utilities, a sophisticated draw program with textured fill, different pen sizes, lines and circles and more features including magnify, all keyboard or joystick driven, a screen scroller routine, plus a screen compacter utility. We also feature our prize crossword, computer news, reviews of the latest software, adventure help, and let's not forget our general knowledge quiz with 200 questions, everything menu driven. With lots, lots, lots more. Order your copy today, you won't be disappointed!.

This is how to order. Send a cheque or postal order for only £3.50 payable to Jade Software. Postage free in UK. (Overseas add £1 for postage and packing.)
Send off to:
JADE SOFTWARE
17 Dudley Crescent, Illingworth
Halifax HX2 8LD
On your order please state which issue you want

TOP QUALITY AMSOFT 3" DISKS £2.50 EACH OR IF YOU ORDER 10 DISKS OR MORE £2.40 EACH Post free in UK Overseas add £1 P/P

LINEAGE

SPEECH SYNTHESISER/sound effects generator/sound sampler. Three superb utilities on one tape. The complete sound system for Spectrum 48/128/+2/+3. £2.99 post free. SMB Software, PO Box 38, Inverness IV1 1GA.

SPECTRUM UTILITIES programming, graphics info. Get "OUTLET!" (monthly since 1987!) on +3 Disc, Disciple/+D, Opus, Microdrive, Cassette. Latest issue £2.50. Chezron Software (Dept SU), 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

SPECTRUM HIRE CLUB. Free membership. Chart topping games available. Very popular club. Send large SAE to: SHC (SU), 8 Brookside Close, Godley Hyde, Cheshire SK14 2QQ.

THE ULTIMATE SERVICE Just ring 0898 362436. Dare you listen (25p/38p per minute).

WICKED SOFTWARE SUPPLIES. Many games at £1.50!! Other games at bargain prices. Hurry and beat the crowd. SAE for details to 54 Gwyneth Grove, Bexhill-on-Sea, East Sussex TN40 2RQ.

Reach an estimated readership of over 250,000 users per month for as little as £6.00* (inc VAT)
Or if you are starting your own small business advertise in the supermart for only £20.00

Yes all you have to do is fill in the coupon below including your name, address and/or telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Maximum 30 words.

Your advert will appear in the earliest possible edition.

Name .....
Address .....
..... Tel: .....

Have you included the fee of £6.00* (inc VAT) or £20.00 (inc VAT)
Make cheques payable to EMAP Publications Ltd.

*for second hand sales only

Conditions:
The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right to the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libelous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therin. The placing of any order will be deemed to bean acceptance of these conditions.

NEXT MONTH

FOOTBALL CRAZY!

"It's all over! It is NOW!" Yes. As World Cup fever escalates to fever pitch (arf) we've got an issue that's guaranteed to satiate the leather-balled lust of even the most ardent punt-merchant.

NO MEGATAPE!

Indeed. No more megatapes. That's yer lot. Instead, there will be something different adorning the front of your next issue.

Something special.

Something exciting.

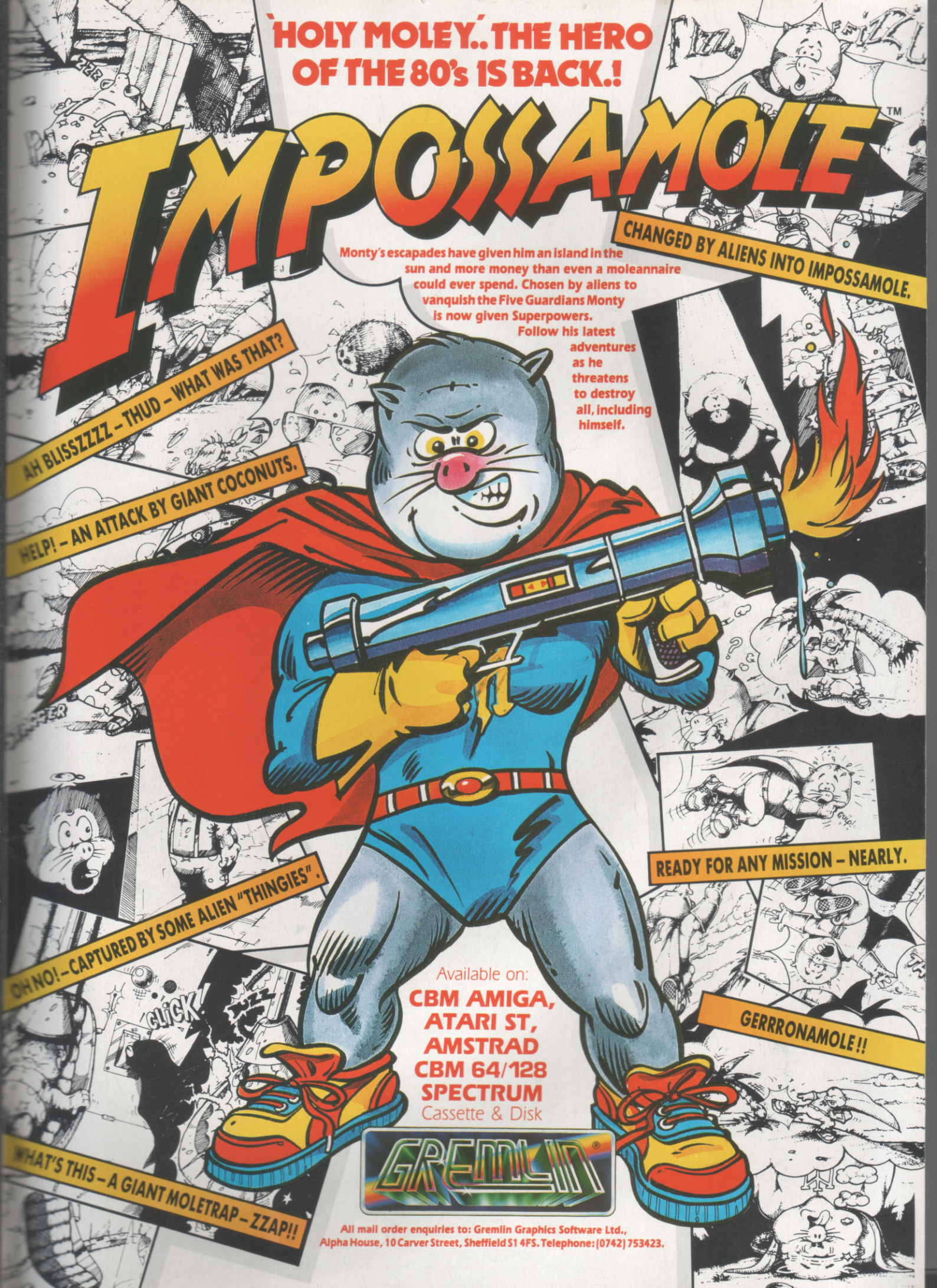
Something new.

SOLUTIONS 2

The sequel! The return! The revenge! The next installment! Another glorious, 16 page all colour booklet for you to pull out and keep. Maps, cheats, pokes and tips. The latest and greatest games - cracked.

SU JUNE - OUT 18TH MAY

OFF SIDE!


'HOLY MOLEY.. THE HERO OF THE 80's IS BACK.!
IMPOSSAMOLE™
CHANGED BY ALIENS INTO IMPOSSAMOLE.
Monty's escapades have given him an island in the sun and more money than even a moleannaire could ever spend. Chosen by aliens to vanquish the Five Guardians Monty is now given Superpowers. Follow his latest adventures as he threatens to destroy all, including himself.
AH BLISSZZZZ – THUD – WHAT WAS THAT?
HELP! – AN ATTACK BY GIANT COCONUTS.
OH NO! – CAPTURED BY SOME ALIEN "THINGIES".
WHAT'S THIS – A GIANT MOLETRAP – ZZAP!!
READY FOR ANY MISSION – NEARLY.
GERRRONAMOLE!!
CLICK!
Available on:
CBM AMIGA,
ATARI ST,
AMSTRAD
CBM 64/128
SPECTRUM
Cassette & Disk
GREMLIN®
All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423.

THERE'S NOWHERE TO HIDE FROM...

SLY SPY
Secret Agent

MANY LAUGH IN THE FACE OF DANGER BUT QUAKE IN THE SHADOW OF SLY SPY SECRET AGENT

THE ARCADE ACTION THRILLER NOW FOR YOUR HOME MICRO

ocean

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650